



FLIPPERSPILL.COM

# FLASH GORDON



*Bally*<sup>®</sup>

PINBALL DIVISION

GAME 1215  
FO 682

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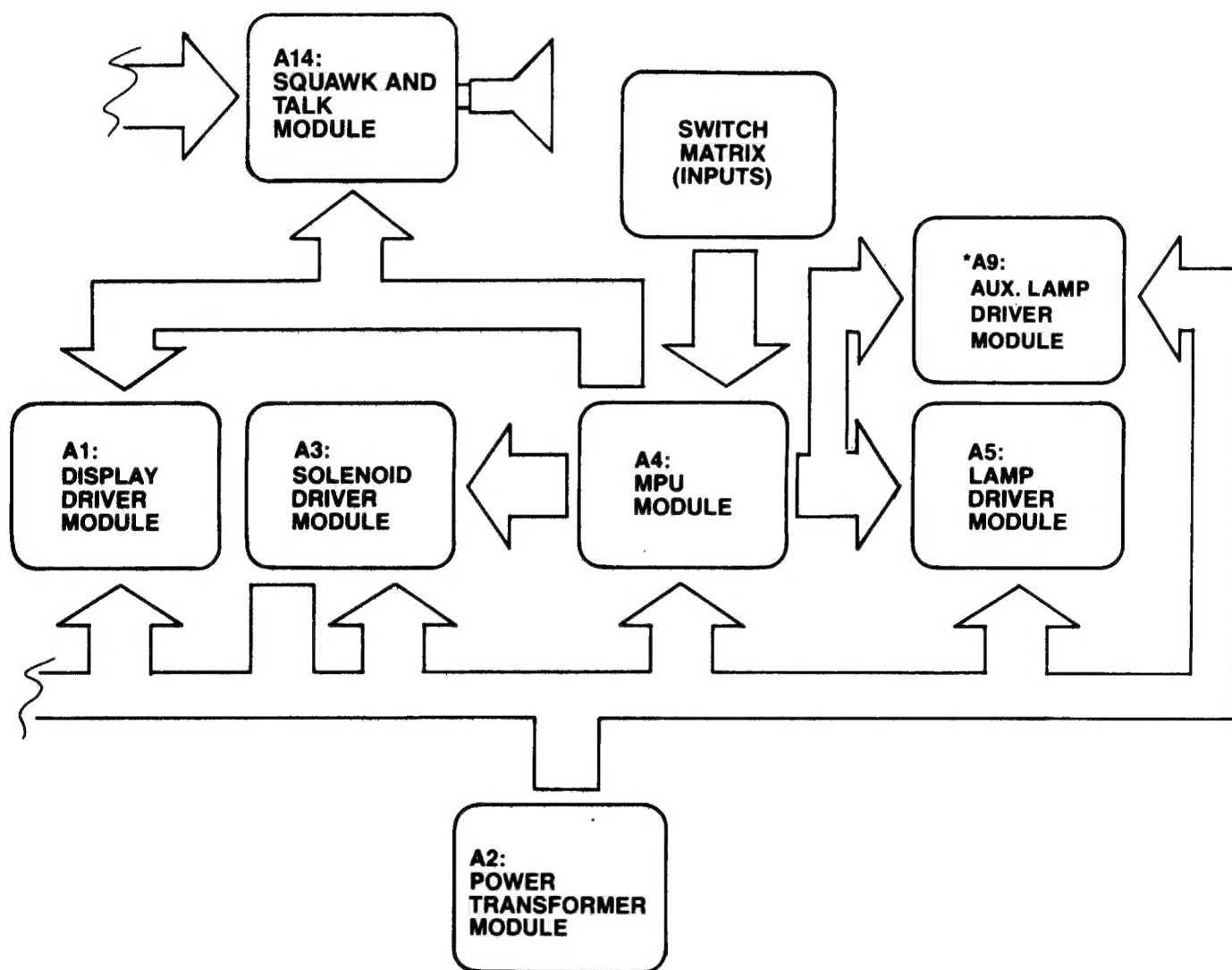
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# Installation and General Game Operation Instructions

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# BLOCK DIAGRAM—ELECTRONIC PINBALL GAME



## I. INSTALLATION

### Assemble the game as follows:

Bolt legs to cabinet. Bolt back box to cabinet. Use flat washers under bolt heads. Gently feed cable connectors and ground braid through cable port in back box. Screw ground braid to braid in back box. Carefully and fully insert connectors on printed circuit assemblies.

On all games there are certain items that should be checked after shipment. These are visual inspections which may avoid time consuming service work later. Minor troubles caused by abusive handling in shipment are unavoidable. Cable connectors may be loosened, switches (especially tilt switches) may go out of adjustment. Plumb bob tilt switch should always be adjusted after game is set on location and leg levelers are adjusted.

Visual inspections before plugging in line cord:

1. Check that all cable connectors are completely seated on printed circuit assemblies.
2. Check that cables are clear of all moving parts.
3. Check for any wires that may have become disconnected.
4. Check switches for loose solder or other foreign material that may have come loose in shipment and could cause shorting of contacts.
5. Check wires on coils for proper soldering. Cold solder connections may not show up in factory inspection, but vibration in shipment may break contact.
6. Check that fuses are firmly seated and making good contact.
7. Check the transformer for any foreign material shorting across wiring lugs.
8. Check wiring of transformer to correspond to location voltage. See figure 1.

Check adjustment of the three (normally open) tilt switches:

1. Panel tilt on bottom of playfield panel.
2. Plumb bob tilt on left side of cabinet near front door.
3. Ball tilt above plumb bob tilt. Insert the smaller ball (15/16" dia.) into the ball tilt assembly, and adjust the bracket so the ball will roll free to contact the switch blade, if front of cabinet is raised.

### TRANSFORMER CONNECTION INSTRUCTIONS

**REFER TO POWER SUPPLY SCHEMATIC  
IN GAME MANUAL FOR TABLE "A"**

115 VAC, 2-8, 3-6, 7-10
120 VAC, 2-8, 4-6, 7-11
220 VAC, 4-8, 7-9
240 VAC, 4-8, 7-11

PART OF POWER—TRANSFORMER MODULE A2, LOCATED IN LOWER CABINET



## II. GENERAL GAME OPERATION

### **Place ball into playfield by outhole.**

**Coin game.** Coin should be rejected. Plug in line cord. Move power ON-OFF master switch at bottom right front corner of cabinet to 'ON' position. The game will play a power-up tune to announce game-readiness. Drop targets are reset, scores are set to zero, alternating with the 'High Score to Date,' and the game is ready for play. Coin game. The game should accept the coin and post credits\* for coins accepted (adjustable). Pressing the credit button on the door will cause the outhole kicker to serve the ball to the shooter alley. The 1st player-up lite is lit. A game-up tune\* is played to announce play-readiness.

One player is posted each additional time the credit button is pressed (one to four can play). The credits are reduced by one each time the credit button is pressed until the credits are reduced to zero.

Shooting the ball initiates play.

The game awards all points earned by the player. If spinner is turning and scoring when the ball hits a target, the spinner and the target scores are awarded.

When the ball enters the outhole, the bonus score is added to the total score. The player-up and/or ball in play on the back box is advanced one position. The outhole kicker serves the ball to the shooter alley and play is resumed. This continues until each player has played the allowable number of balls per game (adjustable). At this time the 'Game Over' light is lit. A random Match\* number appears and the 'Match' light is lit. If the number is the same as the last two digits in a player's score, a free game is awarded.

Extra balls won during the course of the game are played immediately after the player's regular ball enters the outhole. The player-up and/or ball in play on the back box are not advanced for extra ball play. Bonus score is added to the player's score before the game serves the extra ball for play.

Scoring over 10,000,000 gives "High Score to Date" award.

At the end of the game, a 'High Score to Date' is alternately flashed with all 4 player scores. If the 'High Score to Date' is beat, this feature\* awards free games.

Tilting the game results in loss of a ball. The flippers, thumper-bumpers, etc., go 'dead.' Bonus points are not scored. The purpose of the tilt penalty is to discourage the player from jostling the machine in an attempt to prolong play. Game action becomes normal after the ball kicker assembly serves the ball to the shooter alley.

Slamming the machine results in loss of the game. All feature lights go out, the game goes 'dead,' and a time delay occurs. The purpose of the time delay is to discourage unnecessary abuse of the machine. After the delay, the 'Game Over' light lites and the power-up tune is played. The time delay occurs anytime one of the slam switches is made to contact. There are two factory installed slam switches, on the front door, and one on left side of cabinet. (Any number of slam switches could be installed by the operator, to meet his individual requirement.) The switch should be adjusted to have approximately 1/16" gap between the contacts. The weighted blade should be adjusted to attain the desired sensitivity. Decreasing the gap between contacts will make the switch more sensitive. Opening the gap will reduce sensitivity.

\*Some tunes and features can be disabled by operator if so desired. See Back Box Adjustments.

**NOTE:** Scoring and feature units will differ from game to game.

### III. BOOKKEEPING FUNCTIONS

The game is designed to help the operator perform certain accounting functions. The game can display the number of total plays and replays (free games). It can display the number of coins dropped down each coin chute. The bookkeeping functions are displayed on all player score displays simultaneously. An identification number, 05 to 15, appears on the Match/Ball in Play window as follows:

- 05— 00 to— 40 = Current Credits
- \*06— 100000 to—99999 = Total Plays (Paid & Free Games)
- \*07— 10000 to—99999 = Total Replays (Free Games)
- 08— 00 to—99999 = Game Percentage
- 09— 00 to—99999 = Total times 'High Score to Date' is beat
- \*10— 10000 to—99999 = Coins Dropped thru Coin Chute #1
- \*11— 10000 to—99999 = Coins Dropped thru Coin Chute #2\*\*
- \*12— 10000 to—99999 = Coins Dropped thru Coin Chute #3\*\*
- \*13— 00 to—99999 = Number of Specials awarded from Panel Specials Only
- \*14— 00 to—99999 = Number of minutes of Game Play
- \*15— 00 to—99999 = Number of Service Credits

The game displays the first bookkeeping entry if the Self-Test button (See Fig. III) on the inside of the front door is pressed ten times. Alternately push and release the Self-Test button at one second intervals. The number 05 appears in the 'Match/Ball in Play' window. Current credits appear on the player score displays. Each additional press of the button causes the next entry to be displayed.

After the data in each bookkeeping register is recorded, it can be set to zero simply by pressing switch button S33, located on A4, the MPU module in the back box (See Fig. III), or by pressing the Coin Chute #3 switch. Any or all registers can be cleared by alternating between the Self-Test button and the switch button S33 on the MPU module or Coin Chute #3 switch. The operator is given this option as a possible convenience and can elect to use or not use it as his needs direct.

Pressing the button 5 more times causes the game to play the power-up tune and light the Game Over light.

Service credits are designed to allow the serviceman to test the game under actual play conditions without disturbing the bookkeeping records that reside at identification numbers 06, 07, 10, 11 and 12.

To obtain Service Credits, push and release the Self-Test switch until identification number 05 appears in the 'Match/Ball in Play' window. Hold in the Credit button until the desired number of Service Credits (up to five) appears on the player score displays.

NOTE: If, upon accessing identification number 05, a number of credits greater than five is displayed, pressing the credit button has no effect.

Identification number 15 is reserved as a record of the number of Service Credits used.

\*The 10,000 level is pre-set at the factory; can be set to zero, initially, if desired.

\*\*If Coin Chute is not used in game, number displayed (if other than 00) on Player Score displays has no significance.

NOTE: If "Total Play" register is reset to zeroes then "Total Replays" register should also be reset to zeroes to maintain the game percentage value.

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### FEATURE OPERATION & SCORING

#### A. BONUS FEATURE

Two separate bonus of 1000 to 19,000 may be scored. The top bonus applies to the upper level and the bottom bonus to the lower level. The top bonus advances one step at a time each time a drop target is knocked down, the stand up target is hit, the two left and the two right rollover buttons are activated but only after the drop target bank is knocked down.

The single drop target scores two bonus advances at all times, the bottom bonus advances one step at a time each time a drop target is knocked down, a stand up target is hit, the two inside lanes are lit outlane rollovers score two bonus advances at all times.

#### B. BONUS COLLECT AND BONUS MULTIPLIERS FEATURE

When the ball goes into the outhole, the top stand up target is lit for collect top bonus or the ball shooter lane is lit for collect bottom bonus, the lit bonus score is added to the player's total score. If 2X, 3X, 4X or 5X is lit the score will be twice three, four or five times. A tilt nullifies the bonus score.

The bonus multipliers are lit in this order, knocking down second inline drop target lites 2X, the third one lites 3X, then knocking down top drop target bank lites 4X and knocking down left bottom drop target bank lites 5X.

Switch #16 Memory for Multipliers

ON: Liberal

OFF: Conservative

#### C. MINI BONUS AND SUPER BONUS FEATURE

If knocking down a top drop target with 1-2-3 flashing, the arrow remains lit, lighting 1-2-3 lites the mini bonus for 50,000 to be rewarded in the outhole.

Switch #24 Memory for 1-2-3

ON: Liberal

OFF: Conservative

If knocking down a left bottom flashing drop target, the light remains lit and making matching colors at 2 right targets and flipper return lanes, lites the super bonus for 100,000, to be rewarded in the outhole.

Switch #23 Memory for drop target colors

ON: Liberal

OFF: Conservative

Switch #22 Memory for matching colors

ON: Liberal

OFF: Conservative

#### D. 2X, 3X, 5X PLAYFIELD VALUES FEATURE

Making the mini bonus lites saucer for 2X playfield values for 15 seconds which means that every value on the playfield is double. Making the super bonus lites saucer for 3X playfield values for 15 seconds which means that every value on the playfield is triple. Making saucer while 2X and 3X are lit will increase playfield values to 5X also for 15 seconds.

Switch #8 Memory for 2X and 3X playfield values.

ON: Liberal

OFF: Conservative

#### E. TOP DROP TARGETS FEATURE

Making drop targets,

1st time lites thumper bumper for 5K.

2nd time lites stand up target for collect bonus, top level only.

3rd time lites stand up target for SPECIAL.

Switch #15 Memory for top special

ON: Liberal

OFF: Conservative



## **F. BOTTOM LEFT DROP TARGETS**

Making drop targets,

1st time lites left spinner and saucer for 10K.

2nd time lites right spinner and saucer for 30K.

3rd time lites saucer for 60K.

4th time lites saucer for extra ball.

5th time lites outlane SPECIALS.

Switch #6 Memory for saucer 10K

ON: Liberal

OFF: Conservative

Switch #7 Memory for saucer values

ON: Liberal

OFF: Conservative

Switch #14 Memory for outlane specials

ON: Liberal

OFF: Conservative

## **G. INLINES EXTRA BALL FEATURE**

Knocking down inline drop targets lites stand up target for Extra Ball.

Switch #30 Memory for extra ball

ON: Liberal

OFF: Conservative

## **H. COLLECT BONUS FEATURE**

Knocking down top single drop target lites ball shooter lane for collect bonus, bottom level only.

## **I. SPECIAL REPLAY/X-BALL/NOVELTY MODES**

Self test positions 16 and 17 give the operator flexibility to award a replay, extra ball or score (Novelty) when a special is scored. A combination of X/Ball, Novelty, Novelty can be obtained through the following chart:

	Set to "03"	Set to "02"	Set to "01"
Self test position 16	Award	Award	Award
Playfield X-Balls and Specials	REPLAY	X-Ball*	50,000
Left or right out Special	REPLAY	X-Ball*	50,000
Top target special	X-Ball	X-Ball**	25,000
Inline drop target X-Ball	X-Ball	X-Ball**	25,000
Saucer X-Ball	Set to "03"	Set to "02"	Set to "01"
Self-test position 17	Award	Award	Award
Scoring Thresholds	REPLAY	X-Ball**	25,000

(\*) 50,000 if same player shoot again is lit.

(\*\*) 25,000 if same player shoot again is lit.

## V. GAME ADJUSTMENTS

### A. Playfield Panel Post Adjustments:

Posts that control left and right outlane opening on panel can be removed to make access to outlanes easier or harder for ball to enter. See Figure II.

Easier entry will decrease playing time and scoring (conservative).  
Harder entry will increase playing time and scoring (liberal).

### B. Back Box Game Adjustments:

Each game has thirty-two switches located on A4, the MPU module, located in the back box, that allow play to be customized to the location. See Figure III. Credits per coin, maximum credits, credit display, balls per game, match feature, high game feature, special award and melody are selectable by means of the switches. The switches are contained in four sixteen lead packages numbered S1-8, S9-16, S17-24, and S25-32 for easy identification. The "ON" toggle position is marked on the assembly. **Turn off power before making adjustments.**

#### Credits/Coin Adjustments:

The credits per coin are selectable by means of S17-S20 for coin chute #2 (Center). The switch settings and resultant credits/coin are as follows:

S20	S19	S18	S17	Credits/Coin	S20	S19	S18	S17	Credits/Coin
OFF	OFF	OFF	OFF	Same as Coin Chute #1 Settings	ON	OFF	OFF	OFF	8/1 Coin
OFF	OFF	OFF	ON	1/1 Coin	ON	OFF	OFF	ON	9/1 Coin
OFF	OFF	ON	OFF	2/1 Coin	ON	OFF	ON	OFF	10/1 Coin
OFF	OFF	ON	ON	3/1 Coin	ON	OFF	ON	ON	11/1 Coin
OFF	ON	OFF	OFF	4/1 Coin	ON	ON	OFF	OFF	12/1 Coin
OFF	ON	OFF	ON	5/1 Coin	ON	ON	OFF	ON	13/1 Coin
OFF	ON	ON	OFF	6/1 Coin	ON	ON	ON	OFF	14/1 Coin
OFF	ON	ON	ON	7/1 Coin	ON	ON	ON	ON	15/1 Coin

The credits given are selectable by means of switches 1-5 incl., for coin chute #1 and switches 9-13 incl., for coin chute #3. Thirty-one different credit ratios are available for each coin chute. The switch settings and resultant credits/coin are listed below.

#### CREDITS/COIN ADJUSTMENTS

COIN CHUTE	SWITCHES					CREDITS	CREDITS	CREDITS	CREDITS	CREDITS	TOTAL CREDITS/COINS
#1 (HINGE SIDE) OR #3 (RIGHT SIDE)	5	4	3	2	1						
	13	12	11	10	9						
OFF	OFF	OFF	OFF	OFF	OFF	1/1 Coin					
OFF	OFF	OFF	OFF	OFF	ON	2/1 Coin					
OFF	OFF	OFF	ON	OFF	OFF	3/1 Coin					
OFF	OFF	OFF	ON	ON	OFF	4/1 Coin					
OFF	OFF	ON	OFF	OFF	OFF	5/1 Coin					
OFF	OFF	ON	ON	OFF	ON	6/1 Coin					
OFF	OFF	ON	ON	OFF	OFF	7/1 Coin					
OFF	OFF	ON	ON	ON	ON	8/1 Coin					
OFF	ON	OFF	OFF	OFF	OFF	9/1 Coin					
OFF	ON	OFF	OFF	ON	ON	12/1 Coin					
OFF	ON	OFF	ON	OFF	OFF	14/1 Coin					
OFF	ON	OFF	ON	ON	ON	1/2 Coins*					
OFF	ON	ON	OFF	OFF	OFF	2/2 Coins*					
OFF	ON	ON	OFF	ON	ON	3/2 Coins*					
OFF	ON	ON	ON	OFF	OFF	4/2 Coins*					
OFF	ON	ON	ON	ON	ON	5/2 Coins*					
ON	OFF	OFF	OFF	OFF	OFF	6/2 Coins*					
ON	OFF	OFF	OFF	ON	ON	7/2 Coins*					
ON	OFF	OFF	ON	OFF	OFF	8/2 Coins*					
ON	OFF	OFF	ON	ON	ON	9/2 Coins*					
ON	OFF	ON	OFF	OFF	OFF	12/2 Coins*					
ON	OFF	ON	OFF	ON	ON	14/2 Coins*					
ON	OFF	ON	ON	OFF	OFF	1/1st Coin	2/2nd Coin				3/2
ON	OFF	ON	ON	ON	ON	0/1st Coin*	1/2nd Coin	1/3rd Coin	1/4th Coin		3/4
ON	ON	OFF	OFF	OFF	OFF	0/1st Coin*	1/2nd Coin	0/3rd Coin**	2/4th Coin		3/4
ON	ON	OFF	OFF	ON	ON	1/1st Coin	1/2nd Coin	1/3rd Coin	2/4th Coin		5/4
ON	ON	OFF	ON	OFF	OFF	1/1st Coin	2/2nd Coin	1/3rd Coin	3/4th Coin		7/4
ON	ON	OFF	ON	ON	ON	1/1st Coin	2/2nd Coin	2/3rd Coin	2/4th Coin		7/4
ON	ON	ON	ON	OFF	OFF	0/1st Coin***	0/2nd Coin***	1/3rd Coin			1/3
ON	ON	ON	ON	OFF	ON	0/1st Coin**	0/2nd Coin**	0/3rd Coin**	1/4th Coin		1/4
ON	ON	ON	ON	OFF	OFF	0/1st Coin****	0/2nd Coin****	0/3rd Coin****	0/4th Coin****	1/5th Coin	1/5
ON	ON	ON	ON	ON	ON	0/1st Coin***	0/2nd Coin***	1/3rd Coin	0/4th Coin****	1/5th Coin	2/5

\*No Credits until 2nd coin is dropped.

\*\*No Credits until 4th coin is dropped.

\*\*\*No Credits until 3rd coin is dropped.

\*\*\*\*No Credits until 5th coin is dropped.

### MAXIMUM CREDITS:

The maximum credits accepted by the machine limits the number of games that can be accumulated by coining, by winning replays or both. The maximum number of credits is selectable by means of switches 25 and 26. Four credit limits are available. Switch settings are listed below.

MAXIMUM CREDITS	SWITCHES	
	26	25
10	OFF	OFF
15	OFF	ON
25	ON	OFF
40	ON	ON

BALLS PER GAME:	# BALLS /GAME	SWITCHES		32	31
	5			OFF	ON
	4			ON	OFF
	3			OFF	OFF
	2			ON	ON

### MATCH FEATURE:

When the Match Feature is ON, a random number appears on the Match/Ball in Play window and the word Match is illuminated. If the number matches the tens digit in a player's score, a free game is awarded. The Match Feature creates an incentive to play.

CREDIT DISPLAY:	MATCH	SWITCH 28
	ON OFF	ON OFF
CREDITS DISPLAYED	YES NO	SWITCH 27 ON OFF

### HIGH SCORE FEATURE:

The game is designed to award an Extra Ball or Free Game at each of the two or three score levels. See Front Door Game Adjustments.

AWARD	SELF TEST POSITION 16	SELF TEST POSITION 17
	REPLAY	SET TO "03"
	EXTRA BALL	SET TO "02"
	NOVELTY	SET TO "01"
	NO AWARD	SET TO "00"

For combinations of replay/X-ball/Novelty Modes see page 4A "K. Special Replay/X-ball/Novelty Modes"

### HIGH SCORE TO DATE OR OVER 10,000,000 SCORE FEATURE:

The game is designed to award free games as an option if high score to date is beat or player exceeds 10,000,000 points. Each time this happens, the winning score becomes the new high score to beat. This score is displayed on all 4 player score displays at the end of each game as an incentive to play. Recommended setting is underlined.

HIGH SCORE TO DATE FEATURE	SELF TEST POSITION 19
No Award	SET TO "00"
One Credit	SET TO "01"
Two Credits	SET TO "02"
<u>Three Credits</u>	SET TO "03"

State and local laws may regulate the use of the above features, and they have been designed to allow for appropriate adjustment in order to conform to such requirements.

(\*\*) 25,000 if same player shoot again is lit.

## **SOUND OPTION**

The game is designed to make several tones and noises to announce power-up, game-up, etc. The tones are intended to attract attention to the game and increase game usage. The tones are controlled by pressing self test button until the #18 shows on the match/ball in play display. Now pulse replay button to desired sound setting.

Setting "00"

Most switches associated chimes without feature background.

Setting "01"

Playfield switches associated chimes with background.

Setting "02"

Most scoring will have noise effect without background.

Setting "03"

Most all scoring will have a noise effect with background.

## **GAME FEATURE OPTIONS:**

Saucer 10,000 lite adjustment:

Liberal	SW. 6 ON	10K is on at start of game.
Conservative	SW. 6 OFF	10K is not on at start of game.

Saucer values lite adjustment:

Liberal	SW. 7 ON	Any lit value will come on for next ball.
Conservative	SW. 7 OFF	Any lit values will not come on for next ball.

Saucer 2X, 3X arrow lite adjustment:

Liberal	SW. 8 ON	Any lit arrow will come on for next ball.
Conservative	SW. 8 OFF	Any lit arrow will not come on for next ball.

Outlane specials lite adjustment:

Liberal	SW. 14 ON	Lit special lites will come on for next ball.
Conservative	SW. 14 OFF	Lit special lites will not come on for next ball.

Top target special lite adjustment:

Liberal	SW. 15 ON	Lit special lite will come on for next ball.
Conservative	SW. 15 OFF	Lit special lite will not come on for next ball.

2X, 3X, 4X, 5X bonus lite adjustment:

Liberal	SW. 16 ON	Any lit bonus lite will come on for next ball.
Conservative	SW. 16 OFF	Any lit bonus lite will not come on for next ball.

2 Side targets and flipper feed lanes lite adjustment:

Liberal	SW. 22 ON	Any lit lites will come on for next ball.
Conservative	SW. 22 OFF	Any lit lites will not come on for next ball.

4 Drop target lite adjustment:

Liberal	SW. 23 ON	Any lit lites will come on for next ball.
Conservative	SW. 23 OFF	Any lit lites will not come on for next ball.

Top 3 target arrow lite adjustment:

Liberal	SW. 24 ON	Any lit arrow will come on for next ball.
Conservative	SW. 24 OFF	Any lit arrow will not come on for next ball.

Number of games replays per game adjustment:

Liberal	SW. 29 ON	All replays earned will be collected.
Conservative	SW. 29 OFF	Only 1 replay per player per game.

Inline extra ball lite adjustment:

Liberal	SW. 30 ON	1 extra ball per ball can be collected.
Conservative	SW. 30 OFF	Only 1 extra ball per game can be collected.

Game over attract adjustment:

SW. 21 ON	Voice says "Emperor Ming Awaits"
SW. 21 OFF	No Voice

## C. FRONT DOOR GAME ADJUSTMENTS

### High Score Feature Adjustments:

The game is designed to award an extra ball (option) or a free game at each of three score levels. The recommended levels are on the score card in the game.

Any level from 10,000 to 9,999,000 can be set, as desired. It is also possible to reset or turn off (00) any or all of the levels, if desired.

1. Push and release Self-Test button (See Figure III) at one second intervals approximately six times or until identification number 01 appears on the 'Match/Ball in Play' display.
2. The number on the Player Score Displays is the score level.\* It can be increased, if desired, by holding the credit button in. To decrease the score level, hold the credit button in and depress and release the Self-Test button. Release the credit button when the desired number appears. Note that the level changes 10,000 points at a time. If the number '00' is left on the displays, the high score feature is eliminated for that level.
3. Repeat steps 1 and 2 for the second and third score levels. The identification numbers '02' and '03' on the Match/Ball in Play display are for the second and third levels, respectively.

### High Score to Date and 10,000,000 Feature:

The game is designed to award free games when 'High Score to Date' is beat, or if the player exceeds 10,000,000 points.

It is recommended that the level, which will build with play, be periodically reset to the factory recommended level to encourage game play. The adjustment procedure is the same as for the High Score Feature Adjustment, Steps 1 and 2. Continue pushing the Self-Test button until the identification number '04' appears on the 'Match/Ball in Play' display and then do Step 2.

Any level from '00' to 9,990,000 can be set as described. It is to be noted that '00' does NOT turn off the feature, as it does on High Score feature. The feature is turned off by self test position 19 as discussed under 'Back Box Game Adjustments.'

### SELF TEST SETUP FOR 16-19:

To set up positions 16-19 push and release self test button till 16 shows on match/ball in play. Now pulse replay button for recommended setup from "00" thru "03." Repeat for positions 17, 18 or 19.

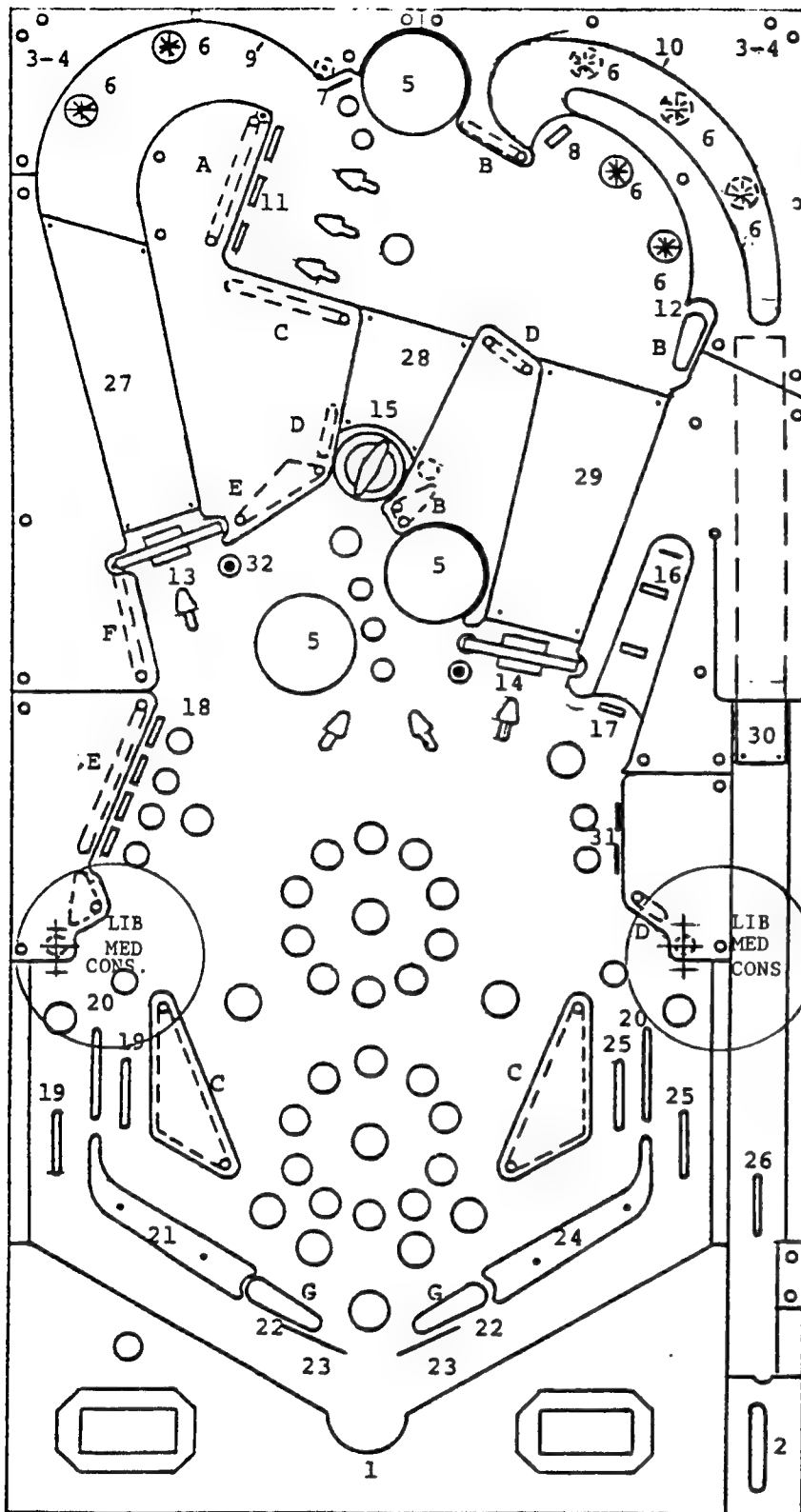
### SOUND

In addition to individual volume controls for speech and other game sounds on the Sounds Plus Board. There is also a Master Volume Control located on the front door. (refer to page 10)

Please note that these module volume controls should be adjusted prior to setting the control on the front door.

\*Can be quickly set to '00' by pressing S33 on the MPU assembly in the back box or Coin Chute switch #3. (See Figure III).





## #1215 FLASH GORDON

A. R-521-2	1½" DIA.	(1)
B. R-521-1	1" DIA.	(5)
C. R-521-5	3" DIA.	(3)
D. R-521-	¾" DIA.	(3)
E. R-521-4	2½" DIA.	(3)
F. R-521-3	2" DIA.	(1)
G. R-533-3	FLIPPER	(2)

## PANEL TOP PARTS

1. Bottom Arch	P-5871-82
2. Shooter Gage	P-6359-47
3. Panel Plastics	M-1330-180
4. Panel Plastics	A-2890-149
5. Thumper Bumper Caps	A-3713-68 (3)
6. Rollover Button	C-900 (7)
7. Target Assy. (Yellow)	ASE-2911-21
8. (1) Inline Target Assy.	ASE-2993-10
9. Ball Guide Assy.	A-3032-64
10. Ball Guide Assy.	A-3032-65
11. (3) Drop Target Assy.	ASE-2795-81
12. Flipper & Shaft Assy.	ASE-2214-29
13. Spinner & Gate Assy.	ASE-2250-83
14. Spinner & Gate Assy.	ASE-2250-84
15. Eject Hole Assy.	ASE-3054-1
16. Target Assy. Red	ASE-2911-3
17. (3) Inline Target Assy.	ASE-2993-11
18. (4) Drop Target Assy.	ASE-2795-82
19. Rollover Wire Assy.	ASE-2806-1 (2)
20. Ball Guide Wire	M-121-59 (2)
21. Ball Guide Assy.	A-2898-39
22. Flipper & Shaft Assy.	ASE-2214-21 (2)
23. Buffer Wire	M-121-53 (2)
24. Ball Guide Assy.	A-2989-38
25. Rollover Wire Assy.	ASE-2806 (2)
26. Rollover Wire Assy.	ASE-2806-31
27. Ball Ramp (L)	P-8155-1
28. Ball Ramp (C)	P-8155-2
29. Ball Ramp (R)	P-8155-3
30. Ball Ramp (Lane)	P-8155-4
31. Target Assy. (Red)	ASE-2911-31 (2)
32. Minipost & Rubber	ASE-2836-1 (4)

CONS. - CONSERVATIVE  
 MED. - MEDIUM  
 LIB. - LIBERAL

INDICATES MOVEABLE POSTS  
 FOR SCORING ADJUSTMENTS

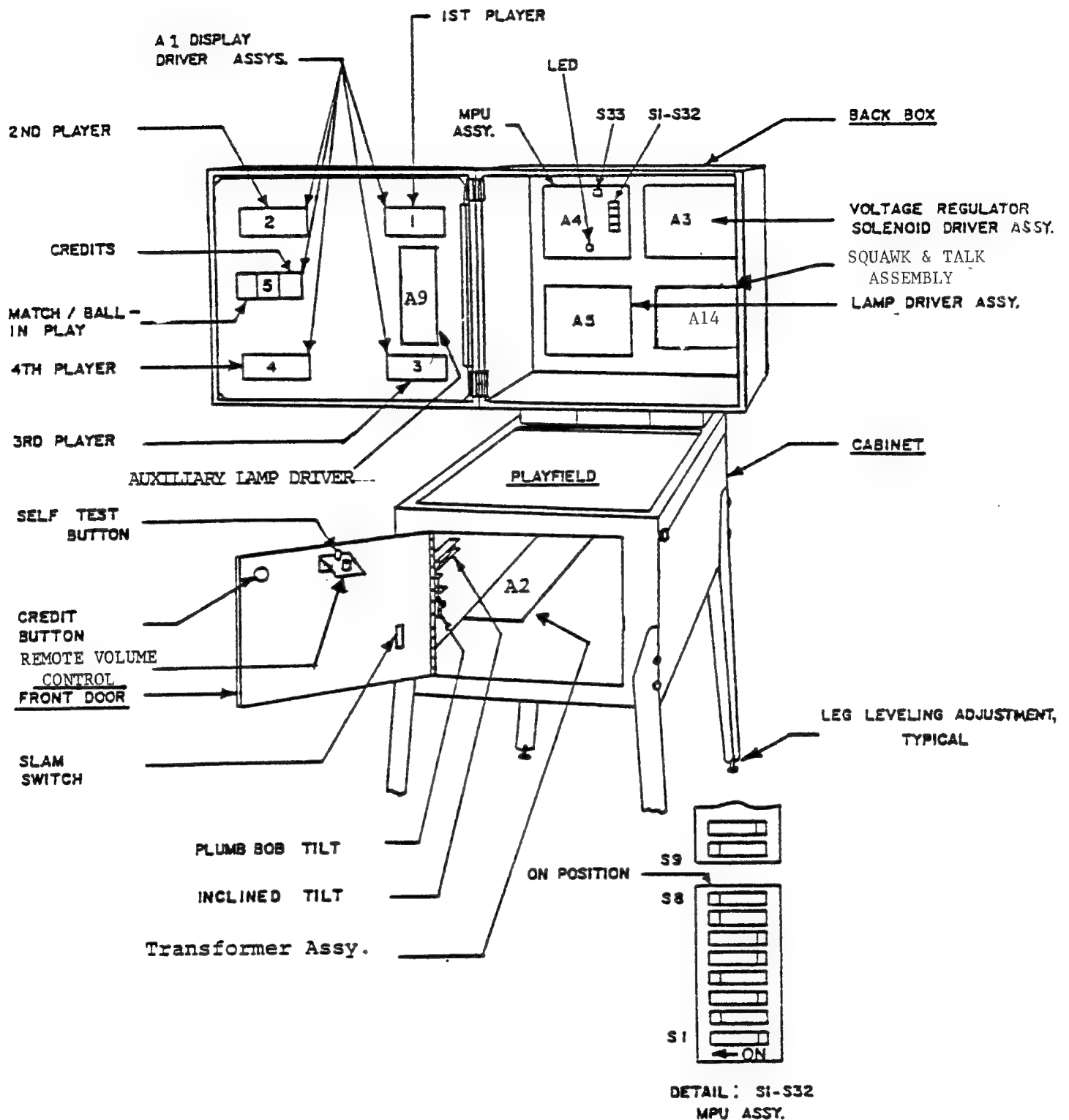


FIGURE III. ELECTRONIC PIN BALL MACHINE

## RECOMMENDED

Instruction, Score Cards and High Score Feature Settings  
to be used on **FLASH GORDON 1215**

3-BALL		5-BALL	
<b>REPLAYS</b>		<b>REPLAYS</b>	
Instruction Card	M-1508-96-E	Instruction Card	M-1508-96-E
Score Card	M-1508-96-B	Score Card	M-1508-96-A
1 Replay at 600,000		1 Replay at 800,000	
1 Replay at 1,100,000		1 Replay at 1,300,000	
		<b>EXTRA BALL</b>	
		Instruction Card	M-1508-96-F
		Score Card	M-1508-96-A W/PP-1
		1 Extra Ball at 900,000	
		1 Extra Ball at 1,200,000	
		1 Extra Ball at 1,400,000	

## ADDITIONAL CARDS

<b>REPLAYS</b>				<b>EXTRA BALL</b>			
M-1508-H-1	400,000	950,000		M-1508-NN-1	600,000	900,000	1,200,000
M-1508-I-1	450,000	1,000,000		M-1508-OO-1	800,000	1,100,000	1,400,000
M-1508-J-1	500,000	1,000,000		M-1508-PP-1	900,000	1,200,000	1,400,000
M-1508-K-1	500,000	1,100,000		M-1508-QQ-1	1,000,000	1,400,000	1,800,000
M-1508-L-1	550,000	1,100,000					
M-1508-M-1	600,000	1,100,000					
M-1508-N-1	650,000	1,200,000					
M-1508-O-1	700,000	1,200,000					
M-1508-P-1	800,000	1,300,000					
M-1508-Q-1	800,000	1,400,000					
M-1508-R-1	900,000	1,400,000					
M-1508-S-1	900,000	1,500,000					
M-1508-T-1	1,000,000	1,500,000					
M-1508-U-1	1,100,000	1,600,000					
M-1508-V-1	1,200,000	1,600,000					
M-1508-FF-1	500,000	800,000	1,100,000				
M-1508-GG-1	600,000	1,100,000	1,300,000				
M-1508-HH-1	700,000	1,400,000	1,600,000				
M-1508-II-1	800,000	1,300,000	1,600,000				
M-1508-JJ-1	900,000	1,400,000	1,600,000				
M-1508-KK-1	1,000,000	1,500,000	1,800,000				

Instruction Card, Novelty  
M-1508-96-G

**BLANKS (3)**  
High game to date recommended levels;  
(reset periodically)  
3 BALL 1,300,000  
5 BALL 1,500,000

## #1215 FLASH GORDON RECOMMENDED SETTINGS

### RECOMMENDED REPLAY GAME SETTING FOR:

SAUCER 10,000 LITE  
SAUCER VALUES RECALL  
SAUCER 2X, 3X PLAYFIELD VALUES RECALL  
OUTLANE SPECIALS RECALL  
TOP TARGET SPECIAL RECALL  
BONUS MULTIPLIERS RECALL  
2 SIDE TARGETS & FLIP FEED COLORS RECALL  
4 DROP TARGETS COLORS RECALL  
1-2-3- ARROW LITE RECALL  
NUMBER OF REPLAYS PER GAME  
INLINES EXTRA BALL LITE  
BALLS PER GAME  
BALLS PER GAME

	3-BALL	5-BALL
SW. 6	ON	OFF
SW. 7	ON	OFF
SW. 8	ON	OFF
SW. 14	ON	OFF
SW. 15	ON	OFF
SW. 16	ON	OFF
SW. 22	ON	OFF
SW. 23	ON	ON
SW. 24	ON	OFF
SW. 29	ON	ON
SW. 30	ON	OFF
SW. 31	OFF	ON
SW. 32	OFF	OFF

### REPLAY

Instruction Card  
Score Card  
Major Mode

### 3-BALL

M-1508-96-E  
M-1508-96-B  
Self Test Position 16, 17  
Set to "03"  
SW. 28 ON  
Self Test Position 19  
Set to "03"

### 5-BALL

M-1508-96-E  
M-1508-96-A  
Self Test Position 16, 17  
Set to "03"  
SW. 28 ON  
Self Test Position 19  
Set to "03"

Match

High Score to Date

### X-Ball

Instruction Card  
Score Card  
Major Mode

M-1508-96-F  
M-1508-96-A W/PP-1  
Self Test Position 16, 17  
Set to "02"  
SW. 28 OFF  
Self Test Position 19  
Set to "00"

Match

High Score to Date

### NOVELTY

Instruction Card  
Major Mode

M-1508-96-G  
Self Test Position 16, 17  
Set to "01"  
SW. 28 OFF  
Self Test Position 19  
Set to "00"

M-1508-96-G  
Self Test Position 16, 17  
Set to "01"  
SW. 28 OFF  
Self Test Position 19  
Set to "00"

Match

High Score to Date

## ADDITIONAL CARDS FOR PAGE 11

### REPLAYS

M-1508-UU	480,000	720,000	M-1508-EEE	380,000	670,000	820,000
M-1508-VV	500,000	740,000	M-1508-FFF	400,000	690,000	840,000
M-1508-WW	520,000	760,000	M-1508-GGG	420,000	710,000	860,000
M-1508-XX	540,000	780,000	M-1508-HHH	440,000	730,000	880,000
M-1508-YY	560,000	800,000	M-1508-III	460,000	750,000	900,000
M-1508-ZZ	580,000	820,000	M-1508-JJJ	480,000	770,000	920,000
M-1508-AAA	600,000	840,000	M-1508-KKK	500,000	790,000	940,000
M-1508-BBB	620,000	860,000	M-1508-LLL	520,000	810,000	960,000
M-1508-CCC	640,000	880,000	M-1508-MMM	540,000	830,000	980,000
M-1508-DDD	660,000	900,000	M-1508-NNN	560,000	850,000	990,000

## VIII. ROUTINE MAINTENANCE ON LOCATION:

Self-Test routines are written into the game design. They are particularly useful for routine maintenance. The tests are described below. The first test is automatic and occurs on power-up. This test causes the MPU module A4 to examine itself for failures. Seven flashes of an LED indicates proper operation. The second series of self-diagnostic tests causes the MPU to 'exercise' each of the other modules in such a way as to make their faults, if any, obvious. See Figure III and Page ii.

It is recommended that these tests be used several times a week to check out the games before play. If faults are discovered, they may be corrected on location if the operator has a stock of replacement modules. See "Trouble Shooting on Location."

### **MPU Module Self-Test:**

At power on, the LED on the MPU module flashes once. (Flicker-Flash). After a pause, it flashes six more times and goes out. A power-up tune is played to announce game readiness. This indicates proper MPU operating condition and successful completion of the power-up test.

### **Game Self-Diagnostic Tests:**

1. Pressing the Self-Test button inside the door initiates the Self-Test routine. See Figures III and IV. All switched lamps flash off and on continuously.
2. Pressing the Self-Test button again causes each digit on each display to cycle from 0 thru 9, and repeat continuously.
3. Pressing the Self-Test button again causes each solenoid to be energized, one at a time, in a continuous sequence. Hold both flipper buttons 'in' during this test. The number appearing on the Player Score displays is the same as the number assigned to the solenoid. The sound of a solenoid pulling-in as a number appears indicates proper operation. The absence of sound is improper. If sound is absent, see Page 17 for help in Solenoid identification.
4. Pressing Self-Test button again causes the sound module to play the "Game Over" tune repeatedly.
5. Pressing the Self-Test button again causes the MPU to search each switch assembly for stuck contacts. If any are found, the number of the first set encountered is flashed on the Player Score displays. The number remains until the fault is cleared. See Page 17 for help in Stuck Switch identification. Other numbers may follow if more stuck contacts are present. If there are no stuck switches, the Match/Ball in Play display flashes '0'.
6. Pressing the Self-Test button 20 more-times causes the MPU to step thru the threshold and bookkeeping functions described previously and finally to repeat the power-up test. For more rapid exit to power-up, turn the game off, then on. The game is now ready to play.

After successful completion of the Self Diagnostic Test procedure, set the game up for play. Exercise each rollover, thumper-bumper, slingshot, etc., by hand until each switch assembly on the playfield has been checked for proper operation. If actuating a switch assembly results in intermittent or no response, clean contacts by gently closing them on a clean business card or piece of paper and wiping until they wipe clean. Regap, if necessary, to 1/16". **Do not burnish or file Gold Plated Switch Contacts.**

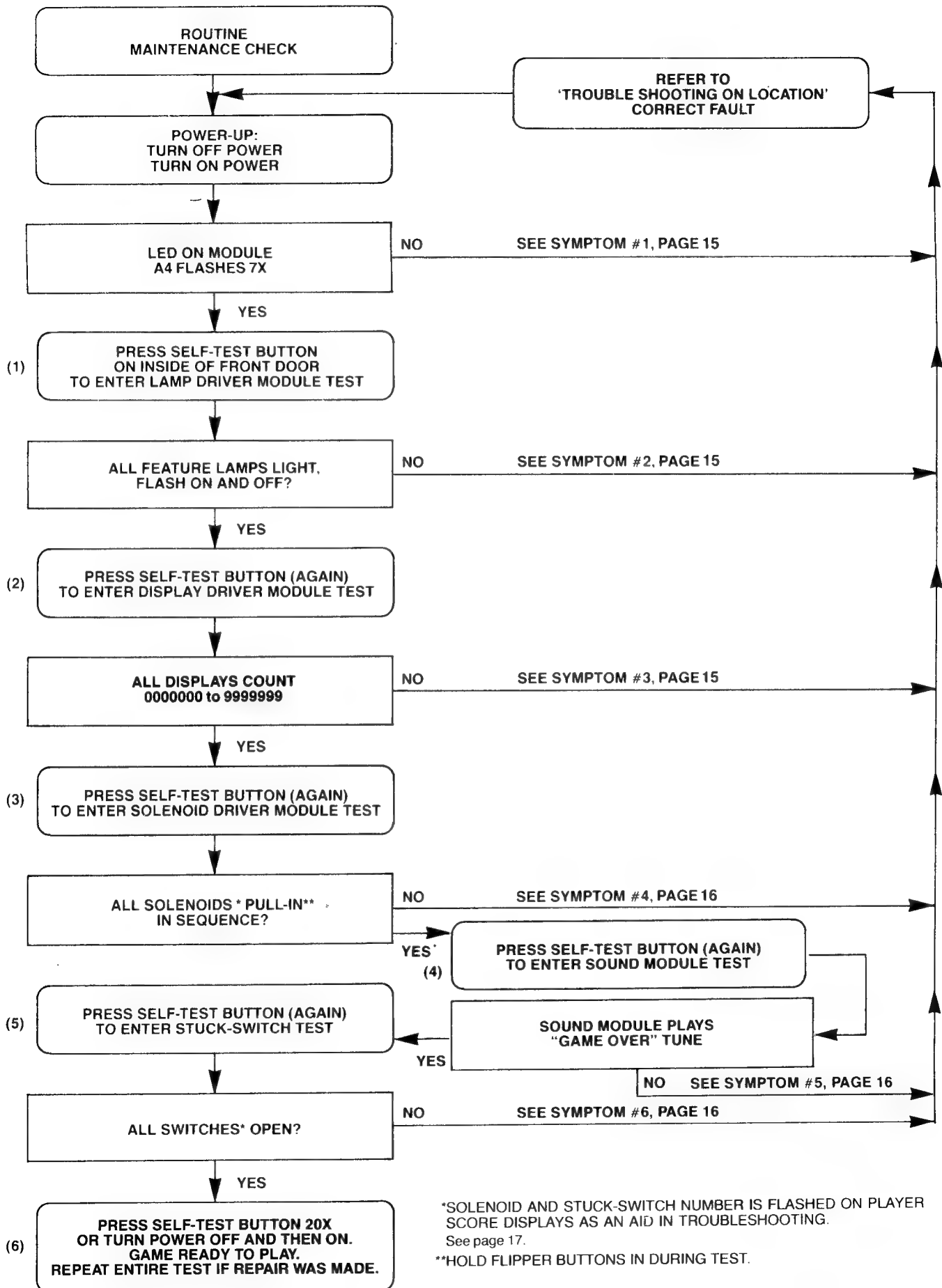
## IX. TROUBLESHOOTING ON LOCATION

The game is designed to make troubleshooting easy. Several simple procedures are given herein that cover the greatest percentage of game failures. They are written for an operator on location and require module replacement. (See Figure III) Symptoms and the action to be taken are given for each type of problem.

If the problem is more complicated and is not solved by following this procedure, more detailed procedures are available from Bally. See the Parts List for ordering information.



**FIGURE IV SELF DIAGNOSTIC TEST**



- 1A) SYMPTOM:** Game does not play power-up tune when power is turned on. General Illumination is present.
- ACTION:**
- A)** Turn power OFF. Open back box. Locate light emitting diode (LED) on MPU module A4.
  - B)** Turn Power ON. LED must flash 7X to indicate that module A4 is good. Correct flash sequence is flicker/flash-pause-and then six more flashes and LED goes out.
  - C.** If LED does not come on, or does not flash, or flashes, but less than 7X, turn off power. Replace MPU module A4.
- CAUTION:** **Replacement MPU Module must have same Part Number or incorrect operation will result! See Parts List for MPU Module Part Number.**
- Turn power ON.
- D)** If game is correct, it is now ready for play. If game is not correct, refer to Module Replacement procedure. (See Parts List.)
- 2A) SYMPTOM:** Not all feature lamps light during game play.
- ACTION:**
- A)** With power ON, open front door. Press button (Self-Test switch) once. If the game is correct, **all** feature lamps flash ON and OFF.
  - B)** Carefully raise playfield or open back box to gain access to lamps.
  - C)** Replace bulbs that do not flash.
  - D)** If game is correct, it is now ready for play.
  - E)** If game is not correct, turn power OFF. Replace Lamp Driver Module A5. Turn power ON and repeat A.
  - F)** If game is correct, it is now ready for play.\*
  - G)** If game is not correct, turn power OFF. Replace MPU module A4. See CAUTION, 1C. Turn power ON and repeat A.
  - H)** If game is correct, it is now ready for play.\* If game is not correct, refer to Module Replacement procedure. (See Parts List.)
- 2B) SYMPTOM:** One or some switched lamps always ON.
- ACTION:** Repeat 2AA, AB, AE, and AF and, if necessary AG & AH.
- 3A) SYMPTOM:** Display digits improper on **one** or **several**, but less than all Display Driver module(s), A1. Improper: One or several segments always OFF, digits mottled or several segments or digit(s) always ON.
- ACTION:**
- A)** With power ON, open front door. Press button (Self-Test switch) twice. If the game is correct, each digit on each Display Driver Module A1 (5 used/game) displays the count 1-9 and 0 continuously in all 6 digit positions. Note defective Display Driver modules.
  - B)** Turn power OFF.
- CAUTION: High Voltage is supplied to the Display Driver Modules, A1, from the Solenoid Driver/Voltage Regulator Module A3. Wait 30 seconds for High Voltage to Bleed Off.**
- C)** Replace Display Driver module(s) A1. Turn power ON. Repeat A.
  - D)** If game is correct, it is now ready to play.\* If game is not correct, refer to Module Replacement procedure. (See Parts List.)
- 3B) SYMPTOM:** **All** displays improper (all five display Driver modules). Improper: Digit(s) always on or off/segment(s) always on or off, all displays.
- ACTION:**
- A)** Repeat 3AA, and AB.
  - B)** Replace MPU module A4. See CAUTION NOTE, 1C. Turn power ON. Repeat A.

- C) If game is correct, it is now ready to play.\* If game is not correct, refer to Module Replacement procedure. (See Parts List.)
- 3C) **SYMPTOM:** One or several displays always off.  
**ACTION:** A) Do 3AA, AB, AC, and AD.  
 B) Repeat 3BB and BC, if necessary.
- 4A) **SYMPTOM:** Solenoid(s) do(es) not pull-in during course of game.  
**ACTION:** A) With power ON, open front door. Press button (Self-Test switch) three times.  
 B) If game was correct, each solenoid would be energized. A number is flashed on the Player Score displays as each solenoid is pulsed. Note any numbers that do not have the sound of a solenoid associated. See Solenoid Identification Table, Page 17 and Figure V.  
 C) Carefully lift the playfield (or open the back box) to gain access to the solenoid. Turn power OFF. Inspect the solenoid.  
 D) If a lead is broken off, repair. Repeat A & B. If game is correct, it is now ready for play.\* If solenoid wiring was correct, turn power OFF.  
 E) Replace Solenoid Driver/Voltage Regulator module A3. See CAUTION NOTE 3AB.  
 F) Repeat AA & AB. If game is correct, it is now ready to play.\* If game is not correct, turn power OFF.  
 G) Replace Sound Module A8.  
 H) Repeat AA and AB if game is correct. It is now ready to play. If game is not correct, turn power OFF."  
 I) Replace MPU module A4. See CAUTION NOTE, 1C.  
 J) Repeat A & B. If game is correct, it is now ready to play.\* If game is not correct, refer to Module Replacement Procedure. (See Parts List.)
- 4B) **SYMPTOM:** Solenoid(s) always energized—Note: if impulse solenoids (ball ejects, slingshots, thumper-bumpers, etc.) are energized continuously, they are subject to damage. Limit troubleshooting to one minute with power ON, followed by **five minutes with power OFF**. Repeat as necessary. Replace damaged solenoids.  
**ACTION:** Do 4AA, AB, AE, AF, AG, AH and if necessary, AI and AJ.
- 5) **SYMPTOM:** No Sound.  
**ACTION:** A) With Power ON, open front door, press Self-Test switch four times.  
 B) Turn volume control clockwise to Max.  
 C) If correct, sound will be heard. If incorrect, try seating speaker lead connector (J2) and input connector (J1).  
 D) If correct, sound will be heard. If incorrect, refer to Module Replacement procedure."
- 6) **SYMPTOM:** Feature (Drop Targets, etc.) does not score.  
**ACTION:** A) With power ON, open front door. Press button (Self-Test switch) five times.  
 B) If the game is correct, Match/Ball in Play display would flash '0'. If a number appears on the Player Score displays, see Switch Assembly Identification Table, Page 17 and Figure V.  
 C) Carefully lift the playfield. Locate the switch assembly identified from the number. Visually inspect the switch assembly. If the contacts are 'stuck', regap them to 1/16". See section under ADJUSTMENTS. Repeat A & B. If the game is correct, it is now ready to play.\* If game is not correct, turn the power OFF.  
 D) Replace MPU module A4. See CAUTION NOTE 1, C.  
 E) Repeat A & B. If the game is correct, it is now ready to play.\* If the game is not correct, refer to Module Replacement Procedure. (See Parts List.)
- 7) **SYMPTOM:** Game blows fuse(s) repeatedly.  
**ACTION:** See Module Replacement Procedure. F.O. 560

\*Turn power On-Off switch OFF and then ON.

**GAME #1215 FLASH GORDON (FIGURE V)**  
**SOLENOID IDENTIFICATION TABLE**

<b>Self Test #</b>	<b>SOLENOID IDENTIFICATION</b>	<b>Self Test #</b>	<b>SOLENOID IDENTIFICATION</b>
01	OUTHOLE KICKER	09	LEFT THUMPER BUMPER
02	KNOCKER	10	RIGHT THUMPER BUMPER
03	SAUCER KICK DOWN	11	SINGLE DROP TARGET PULL DOWN
04	SAUCER KICK UP	12	TOP THUMPER BUMPER
05	SINGLE DROP TARGET RESET	13	LEFT SLINGSHOT
06	4 DROP TARGET	14	RIGHT SLINGSHOT
07	3 DROP TARGET	15	COIN LOCKOUT DOOR
08	IN LINE DROP TARGET	16	KI RELAY (FLIPPER ENABLE)

**SWITCH ASSEMBLY SELF-TEST DISPLAY NUMBERS**

<b>Switch Self Test #</b>	<b>DESCRIPTION</b>	<b>Switch Self Test #</b>	<b>DESCRIPTION</b>
01	2 LEFT & RIGHT R.O. BUTTONS	21	1 DROP TARGET (TOP)
02	3 SHOOTER LANE R.O. BUTTONS	22	2 DROP TARGET (MIDDLE)
03	TOP SINGLE DROP TARGET	23	3 DROP TARGET (BOTTOM)
04	SHOOTER LANE ROLLOVER	24	TOP TARGET
05	DROP TARGET 50 POINT REB. (2)	25	1st INLINE DROP TARGET
06	CREDIT BUTTON	26	2nd INLINE DROP TARGET
07	TILT (3)	27	3rd INLINE DROP TARGET
08	OUTHOLE	28	INLINE BACK TARGET
09	COIN III (RIGHT)	29	10 POINT REBOUND (2)
10	COIN I (LEFT)	30	SAUCER
11	COIN II (MIDDLE)	31	RIGHT OUTLANE
12	LOWER RIGHT SIDE TARGET	32	LEFT OUTLANE
13	FLIP FEED LANE (RIGHT)	33	RIGHT SPINNER
14	FLIP FEED LANE (LEFT)	34	LEFT SPINNER
15	UPPER RIGHT SIDE TARGET	35	RIGHT SLINGSHOT
16	SLAM (2)	36	LEFT SLINGSHOT
17	4 DROP TARGET "A" (BOTTOM)	37	TOP THUMPER BUMPER
18	4 DROP TARGET "B"	38	
19	4 DROP TARGET "C"	39	RIGHT THUMPER BUMPER
20	4 DROP TARGET "D" (TOP)	40	LEFT THUMPER BUMPER

**NOTE: SLINGSHOT & THUMPER BUMPER COILS  
WILL BE ENERGIZED WHEN SWITCH IS MADE**

# #1215 FLASH GORDON

○ INDICATES SWITCH ASSEMBLY  
IDENTIFICATION NUMBERS.  
NOTE: CABINET: 07, 16  
DOOR 06, 09  
10, 11, 16

□ INDICATES SOLENOID  
IDENTIFICATION NUMBERS.  
NOTE: DOOR: 15  
BACKBOX: 16  
CABINET: 02

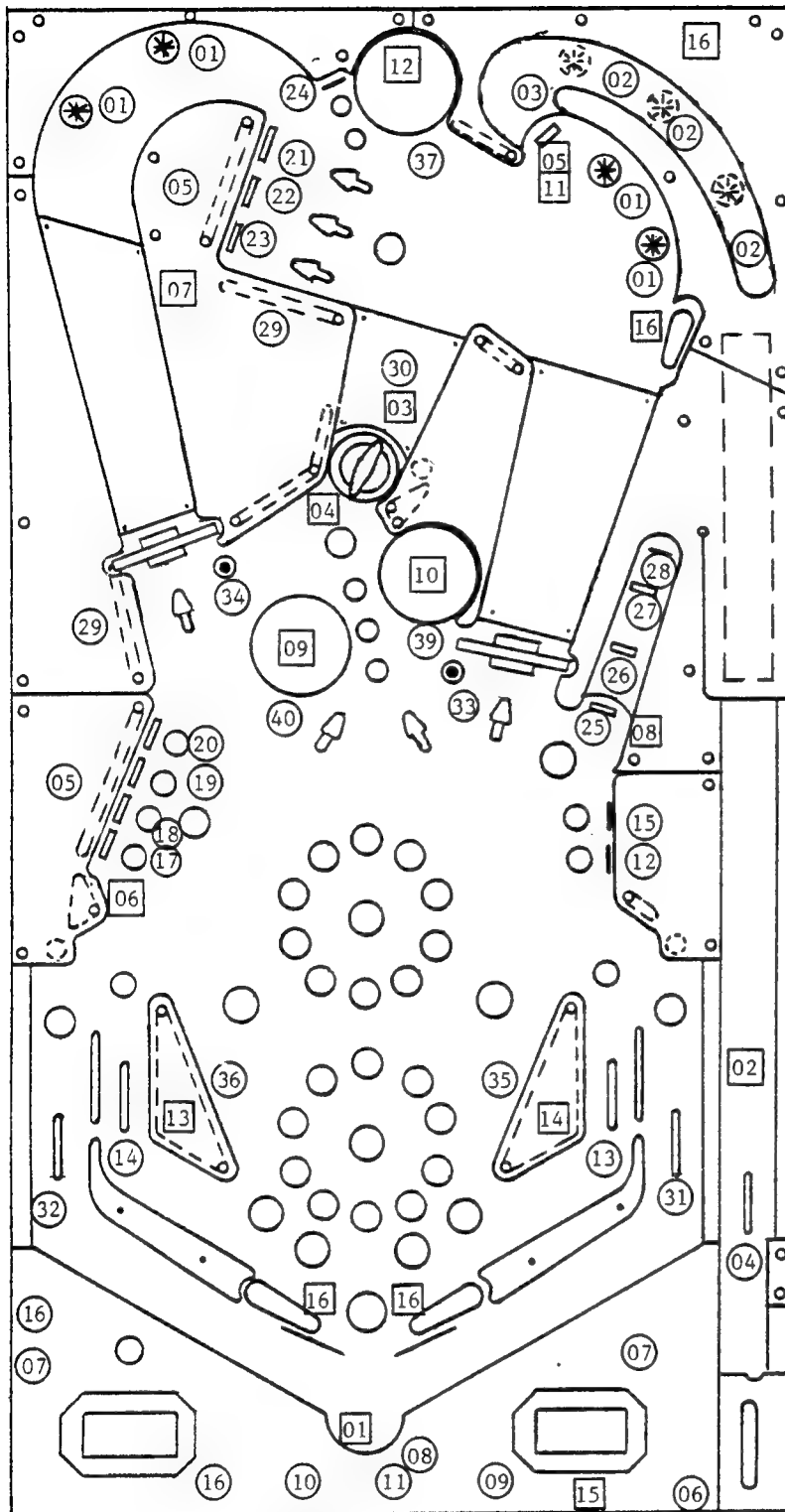


FIGURE V



## **ASSEMBLY ADJUSTMENTS:**

### **GENERAL:**

All switch assemblies consist of leaf springs, contacts, separators, plastic tubing and screws to hold them to the mounting surface. Before attempting to adjust a switch assembly, make sure that these screws are tight. If not, tighten screw closest to the contact end of the leaf spring first. This will prevent the assembly from being secured in such a manner that the leaf springs tend to fan out. In general, all leaf springs are adjusted for a 1/16" gap in the open position and .010" overtravel or wipe in the closed position. All contacts should be in good condition. Unless otherwise instructed, they should be dry or non-lubricated. All contacts should be free of dust and dirt. Contacts, with the exception of the flipper button switch assemblies, are plated to resist corrosion. Filing or burnishing breaks the finish and encourages corrosion. Clean by closing the contacts over a clean piece of paper (e.g. a business card) and wiping gently until the contacts are clean. For the flipper button switch assemblies **ONLY**: Tarnish can be removed with a contact file followed by a burnishing tool. Severely pitted contacts must be replaced as an assembly. In general, contacts need be cleaned or replaced and adjusted only when they are found to be a source of game malfunction.

## **X. SERVICE PARTS:**

A parts catalogue is available upon request. The catalogue is illustrated and lists all replacement parts for each game manufactured by Bally. Requests should be addressed to:

BALLY MANUFACTURING CORPORATION  
2640 WEST BELMONT AVENUE  
CHICAGO, ILLINOIS 60618  
ATTN: PARTS DEPARTMENT

### **SERVICE HINTS:**

The Bally playfield has an improved tuff-coat finish with excellent wearing properties. Its life expectancy, as well as play appeal, can be extended by periodic cleaning of the playfield.

**DO:** Bally recommends you clean your playfield with Wildcat #125 (Wildcat Chemical Co., 1333 W. Seminary Drive, Ft. Worth, Texas 76115). Wildcat #125 is a combination cleaner and polish. Bally has tried and tested this product and found it to be very effective. If Wildcat #125 is not available, Bally suggests you ask your Distributor to order it. Inspect and hand polish the ball in a clean cloth. A chipped ball must be replaced. It can ruin the finish on the playfield in a short period of time.

**DON'T:** Use water in large quantities, highly caustic cleaners, abrasive cleaners or cleaning pads on the playfield. Do not allow a wax or polish build up. Waxes yellow with age and spoil play appeal.

## XI. PARTS LIST

### #1215 FLASH GORDON

MISCELLANEOUS	PART NUMBER
Transformer (Domestic or Export) .....	E-122-142
Bulbs, #44 .....	E-125-22
Fuse, 1 Amp. 3 AG Slow Blow (Playfield Solenoid Protection) .....	E-133-44

#### ASSEMBLY COILS

Coin Lockout .....	FO-36-7000
Flipper (3) .....	AQ-25-500/ 34-4500
Knocker .....	AR-26-1200
Outhole Kicker .....	AN-26-1200
Thumper-Bumper (3) .....	AN-26-1200
Sling-Shot (2) .....	AN-26-1200
Drop Target Reset (3) .....	NO-26-1900
Single Drop Target Pulldown .....	CE-31-2000
Single Drop Target Reset .....	AO-27-1300
Saucer Kickup .....	AO-27-1300
Saucer Kickdown .....	AO-29-2100
<b>PLAYFIELD PARTS</b>	See Figure II

#### MODULES

Lamp Driver A5 .....	AS-2518-23
Display Driver A1 (1 used) .....	AS-2518-21
Display Driver A1 (4 used) .....	AS-2518-58
Solenoid Driver/Voltage Regulator A3 .....	AS-2518-22
MPU A4 .....	AS-2962-24
Transformer & Rectifier A2 .....	AS-2877-6
Rectifier Board (Part of A2) .....	AS-2518-54
Squawk & Talk .....	AS-3107-1
Auxiliary Lamp Driver A9 .....	AS-2518-52
Strobe .....	AS-2518-62

#### REPAIRS PROCEDURES/AIDS

Module & Component Replacement .....	F.O.560-1
AID (Assistance in Diagnostics)	
Kit, used with F.O.560-1 .....	KIT #485-1

#### MODULE COMPONENTS

SEE MODULE PARTS LIST

#### MODULE COMPONENT STARTER KITS

(Each Kit contains an assortment of the most needed electronic parts for use in Module repair.)

- Kit #558—For Rectifier Board (Part of A2)
- Kit #503—For MPU Board A4 (Less Memory U1-U6)
- Kit #492—For Solenoid Driver/Voltage Regulator A3
- Kit #493—For Display Driver A1
- Kit #494—For Lamp Driver A5

## A4: MPU MODULE COMPONENT PARTS LIST

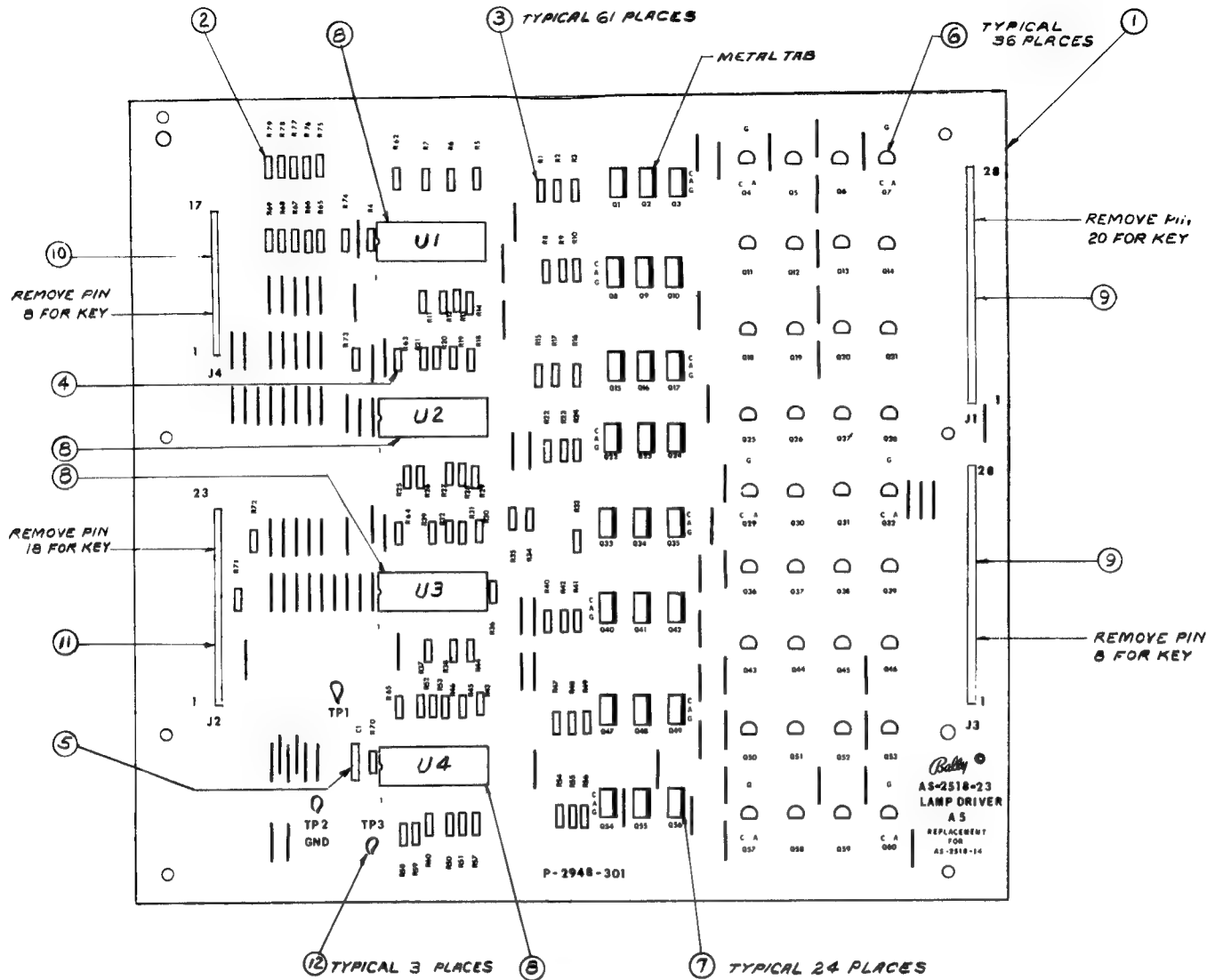
ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A4 (see note 1)	AS-2962-24	MPU Module Complete.
2	A4 (see note 2)	AS-2518-35	MPU Module less Program Memory, U1-6 incl.
3-32	See Schematic		Resistors, See schematic for value
33	C14, C15	E-00586-0067	Capacitor, 470 PFD, 1kv
34	C18	E-00586-0088	Capacitor, .05 MFD, 16V
35	C16	E-00586-0081	Capacitor, .1 MFD, 100V
36	C4, C5	E-00586-0073	Capacitor, 4.5 MFD, 25V
37	C3, C6-C13, C17, C81	E-00586-0085	Capacitor, .01 MFD, 25V
38	C79, C41-C67	E-00586-0083	Capacitor, 470 PFD, 50V
39	C19-C31, C78, C33-C40	E-00586-0082	Capacitor, 390 PFD, 50V
40	C1, C2, C68-C77	E-00586-0084	Capacitor, 820 PFD, 50V
41	C32	E-00586-0077	Capacitor, 3000 PF, 1kv
43	Q5	E-00585-0023	Transistor PNP (MPS-3702)
44	Q1, Q2	E-00585-0031	Transistor (2N3904)
47	CR44	E-00587-0006	Diode (IN4004)
48	CR1-CR7, CR11-CR43, CR45-CR49	E-00587-0014	Diode (IN4148)
49	CR8	E-00679	LED (Green)
50	VR1	E-00598-0008	Diode Zener (8.2V, IN9598)
52	L1, L2	E-00604-0003	Inductor, 22 Micro Hy.
53	U12	E-00620-0004	Timer (555)
54	U19	E-00620-0005	Quad 2 Input (4011)
55	U9	E-00620-0028	MPU I.C. (6800)
56	U10, U11	E-00620-0029	PIA I.C. (6820)
57	U7	E-00620-0030	RAM I.C. (6810)
59	U20	E-00620-0032	HEX Buffer I.C. (14502B)
60	U14, U18	E-00620-0033	HEX Inverter (4049B)
61	U15	E-00620-0034	Quad Memory Drive (MC3459L)
62	U16	E-00620-0035	Dual Monostable (9602)
64	U17	E-00620-0041	Quad 2 Inputs (74L00N)
65	U8	E-00620-0042	RAM (C MOS, P5101L-3)
68	BT1, BT2, BT3	E-00628-0003	Battery
70	S33	E-00658-0001	Push Button Switch
71	S1-S8, S9-S16, S17-S24, S25-S32	E-00677	DIP Switch
73		E-00712	24 Pin Socket
74		E-00712-0001	40 Pin Socket
75		E-00712-0003	22 Pin Socket
77	J2	E-00715	15 Pin Wafer Connector
78	J1	E-00715-0004	28 Pin Wafer Connector
79	J3, J5	E-00715-0017	16 Pin Wafer Connector
80	J4	E-00715-0018	19 Pin Wafer Connector
81	J5	E-00715-0024	17 Pin Wafer Connector

### NOTE 1:

When ordering, fill in dash number. For example, AS-2962-0: LOST WORLD, AS-2962-2: SIX MILLION DOLLAR MAN, AS-2962-3: PLAYBOY, AS-2962-4: VOLTAN, AS-2962-5: SUPERSONIC, AS-2962-6: STAR TREK, AS-2962-7: KISS, AS-2962-8: PARAGON, AS-2962-9: GROUND SHAKER, AS-2962-10: HARLEM GLOBE-TERS, AS-2962-12: DOLLY PARTON, AS-2962-13: SILVERBALL MANIA, AS-2962-18: MYSTIC, AS-2962-20: HOTDOGGIN, AS-2962-22: SKATEBALL, AS-2963-23: FRONTIER, AS-2962-21: XENON, AS-2962-24: FLASH GORDON

**NOTE 2:** Order replacement memory chips U1-U6, specifying game, socket and part number stamped on chip.

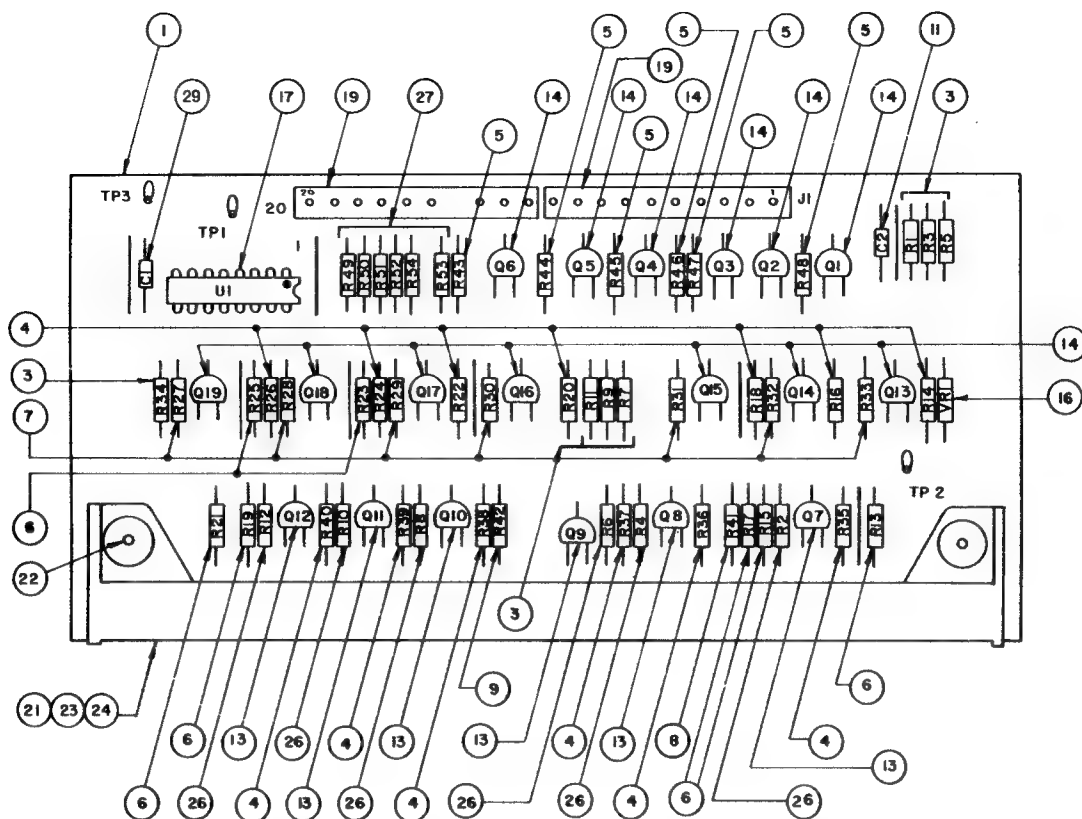
## AS-2518-23 LAMP DRIVER MODULE



### A5: LAMP DRIVER MODULE COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A5	AS-2518-23	Lamp Driver Module, Complete
2	R71-R79	E-00105-242	Resistor, 20k $\Omega$ , 5%, 1/4 W
3	R1-R60, R70	E-00105-0237	Resistor, 2k $\Omega$ , 5%, 1/4 W
4	R61-R69	E-00105-0256	Resistor, 2.2M $\Omega$ , 1/4 W
5	C1	E-00586-0065	Capacitor, .01 MFD, 500V
6	Q4-Q7, Q11-Q14, Q18-Q21, Q25-Q32, Q36-Q39, Q43-Q46, Q50-Q53, Q57-Q60	E-00585-0014	SCR, 2N5060
7	Q1-Q3, Q8-Q10, Q15-Q17, Q22-Q24, Q33-Q35, Q40-Q42, Q47-Q49, Q54-Q56	E-00585-0029	SCR, MCR106-1
8	U1-U4	E-00620-0037	I.C., Decoder, 14514B
9	J1, J3	E-00715-0004	28 Pin Wafer Connector
10	J4	E-00715-0024	17 Pin Wafer Connector
11	J2	E-00715-0014	23 Pin Wafer Connector
12	TP1, TP2, TP3	P-05399	Test Clip

## AS-2518-21 CREDIT DISPLAY DRIVER MODULE



### A1: 6 DIGIT DISPLAY DRIVER MODULE COMPONENT PARTS LIST

ITEM	QTY.	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	1		P-2948-296	P.C. Board, M-645-392
3	7	R1, R3, R5, R7, R9, R11, R34	E-105-331	Resistor, 100K $\Omega$
4	13	R14, R16, R18, R20, R22, R24, R26, R35, R36, R37, R38, R39, R40	E-105-227	Resistor, 300K $\Omega$
5	6	R43, R44, R45, R46, R47, R48	E-105-228	Resistor, 9.1K $\Omega$
6	7	R13, R15, R17, R19, R21, R23, R25	E-105-229	Resistor, 1.5K $\Omega$
7	7	R27, R28, R29, R30, R31, R32, R33	E-105-222	Resistor, 1.2K $\Omega$
8	1	R41	E-105-231	Resistor, 39K $\Omega$
9	1	R42	E-105-271	Resistor, 240K $\Omega$
10				
11	1	C2	E-586-65	Capacitor, .01 MFD, 500V
13	6	Q7, Q8, Q9, Q10, Q11, Q12	E-585-32	Transistor (2N5401)
14	13	Q1, Q2, Q3, Q4, Q5, Q6, Q13, Q14, Q15, Q16, Q17, Q18, Q19	E-585-33	Transistor (MPS-A42)
16	1	VR1	E-598-7	Zener Diode, 110V
17	1	U1	E-620-38	I.C. Decoder
18				
19	2	J1	E-715-34	10 Pin Wafer Pin Connector
21	1	DS1	E-680	Digital Display Panel
22	2		M-1836	Hi-Lo Screw, W/H
23	1		P-2399	Display Mounting (Top)
24	1		P-2399-1	Display Mounting (Bottom)
26	6	R2, R4, R6, R8, R10, R12	E-105-287	Resistor, 2.2K $\Omega$
27	6	R49, R50, R51, R52, R53, R54	E-105-242	Resistor, 20K $\Omega$
28	As Req'd			Wire Jumper
29	1	C1	E-586-85	Capacitor, .01 MFD, 25V

NOTE: INTERCHANGEABLE WITH AS-2518-15





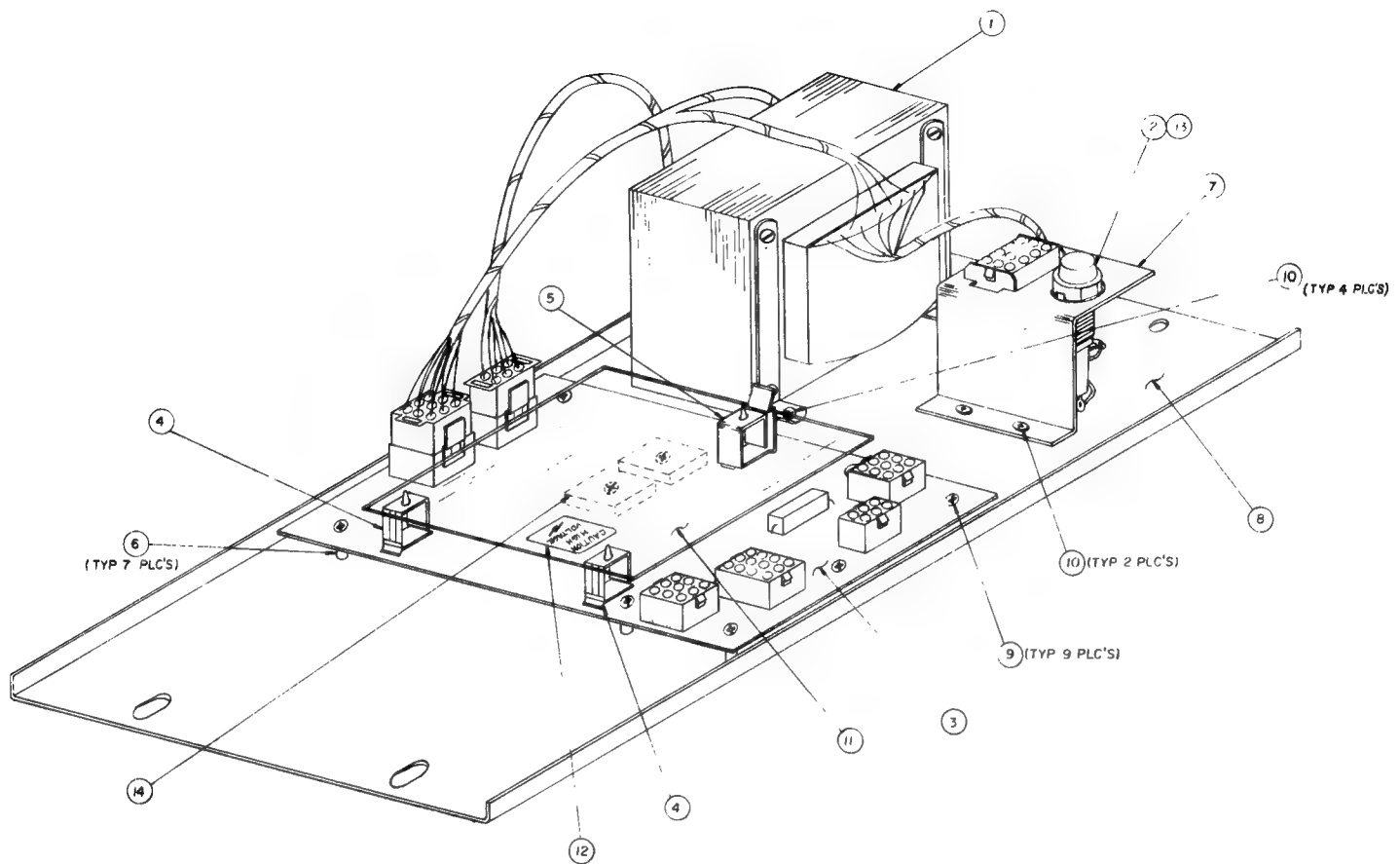
## A3: SOLENOID DRIVER/VOLTAGE REGULATOR MODULE

### COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	A3	AS-2518-22	Solenoid Driver/Voltage Regulator Module, Complete
3-14	Resistors		Resistor, See Schematic for value.
15	RT1	E-00599-0014	Pot. (Linear) 25K
17	C25, 29	E-00586-0014	Capacitor, .1 MFD, 20V
18	C26	E-00586-0059	Capacitor, 160 MFD, 350V
19	C24	E-00586-0063	Capacitor, 2 MFD @ 25V
20	C23	E-00586-0062	Capacitor, 11700 MFD, 20V
21	C1-C8, C11-C21	E-00586-0064	Capacitor, .002 MFD, 1kv
22	C27, C28	E-00586-0065	Capacitor, .01 MFD, 500V
24	K1	E-00146-0795	Relay, Printed Circuit
25	Q1-Q19	E-00585-0034	Transistor, SE9302
26	Q22, Q23	E-00585-0041	Transistor, 2N3440
27	Q21	E-00585-0042	Transistor, 2N3584
28	Q20	E-00710	+5V Regulator, LAS1405 or 78H05KC or LM323K
30	CR1-CR21	E-00587-0015	Diode (IN4004)
31	VR1	E-00598-0010	Diode, Zener 140V, IN5275A
33	U1, U3, U4	E-00681	I.C. Transistor Array, CA3081
34	U2	E-00620-0039	I.C. Binary to 1/16 Decoder, 74L154
36		E-00592-0002*	Relay Socket
37		M-1839*	Relay Holder
39		E-00682	Heat Sink, TO5
40		E-00682-0001	Heat Sink, TO66
41		E-00682-0002	Heat Sink, TO3 Case
42		E-00715-0039	15 Pin Wafer Connector
43		E-00715-0016	12 Pin Wafer Connector
44		E-00715-0020	25 Pin Wafer Connector
45		E-00715-0033	9 Pin Wafer Connector
55		M-1838	Shield-Plexiglass
59		E-00148-0021	Fuse Clips
60	F1	E-00133-0029	Fuse 8 AG-3/16 Amp.
23	C22	E-00586-0085	Capacitor, .01 MFD, 25V

\*USED WITH ITEM 24, E-00146-0791, PLUG IN RELAY ONLY

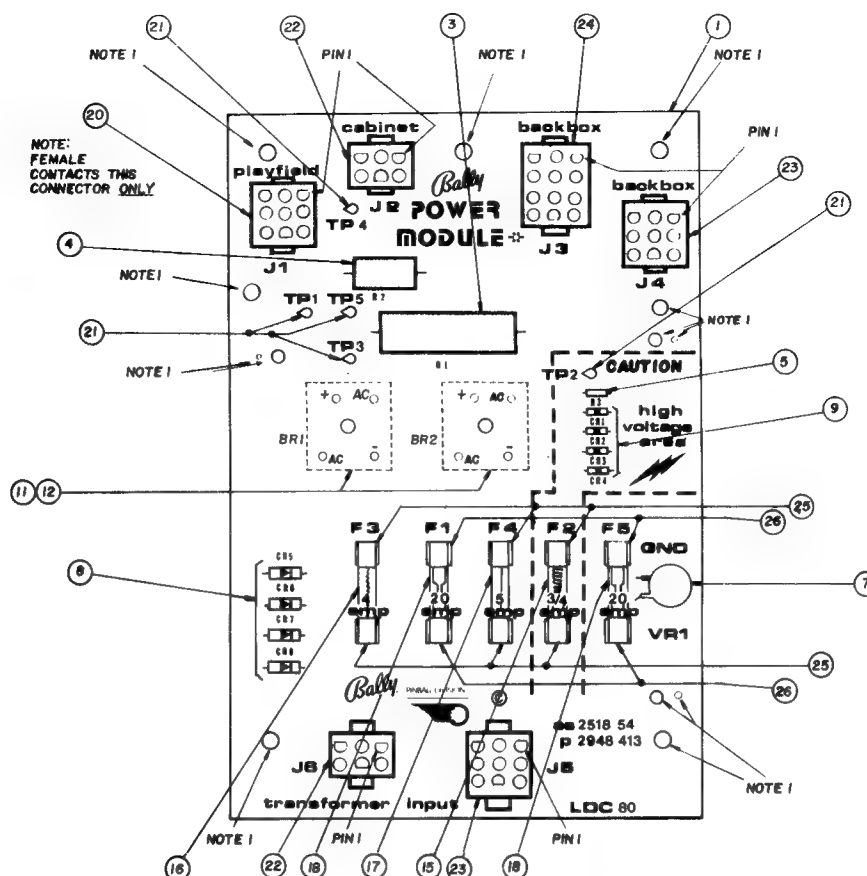
## A2: POWER TRANSFORMER MODULE



### COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
0	A2	AS-2877-6	Power Transformer Module, Complete
1		AS-3071-2	Transformer
2		E-148-25	Fuse Holder
3	A2	AS-2518-54	Power Module Assy.
4		M-1829-4	Hinged Support
5		M-1829-3	Edge Holder
6		M-1829-5	Spacer
7		P-6442-244b	Fuse & Connect Brkt.
8		P-6442-246	Chassis
9		RLPP-832-1812	Screw
10		RLPP-1032-1806	Screw
11		P-2692-2	Shield
12		M-469-936a	High Voltage Sticker
13		E-133-24	3A S.B. Fuse
14		M-1834	H. S. Compound

## AS-2518-54 RECTIFIER BOARD ASSEMBLY



### (Part of) A2: POWER TRANSFORMER MODULE COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
0	A2	AS-2877-6	Power Transformer Module, Complete
1	P/O A2	AS-2518-54	Rectifier Board Assembly, Complete
3	R1	E-00104-0092	Resistor, 10%, 600 Ohm, 10W
4	R2	E-00104-0091	Resistor, 25 Ohm, 5W
5	R3	E-00105-0226	Resistor, 5%, 100K Ohm, 1/4W
7	VR1	E-00623	Varistor
8	CR5, CR6, CR7, CR8	E-00587-0022	3A Diode
9	CR1, CR2, CR3, CR4	E-00587-0015	Diode (IN4004)
10			
11	Used with BR1-2	P-1973-480	Spacer
12	BR1, BR2	E-00602-0006	Bridge Rectifier
15	F2	E-00133-0028	Fuse, 3/4A, 250V, 3AG
16	F3	E-00133-0004	Fuse, 4A, 32V, 3AG
17	F4	E-00133-0005	Fuse 5A, 32V, 3AG
18	F1, F5	E-00133-0027	Fuse, 20A, 32V, 3AG
19			
20	J1	E-806-9	9 CKT Socket Header
21	TP1, 2, 3, 4, 5	P-05399	Test Clip
22	J2, J6	E-805-6	6 CKT Pin Header
23	J4, J5	E-805-9	9 CKT Pin Header
24	J3	E-805-12	12 CKT Pin Header
25	F2, 3, 4	E-00148-0021	Fuse Clips
26	F1, 5	E-00148-0022	Fuse Clips (Low Resistance)

# AS-2518-61 SQUAWK & TALK

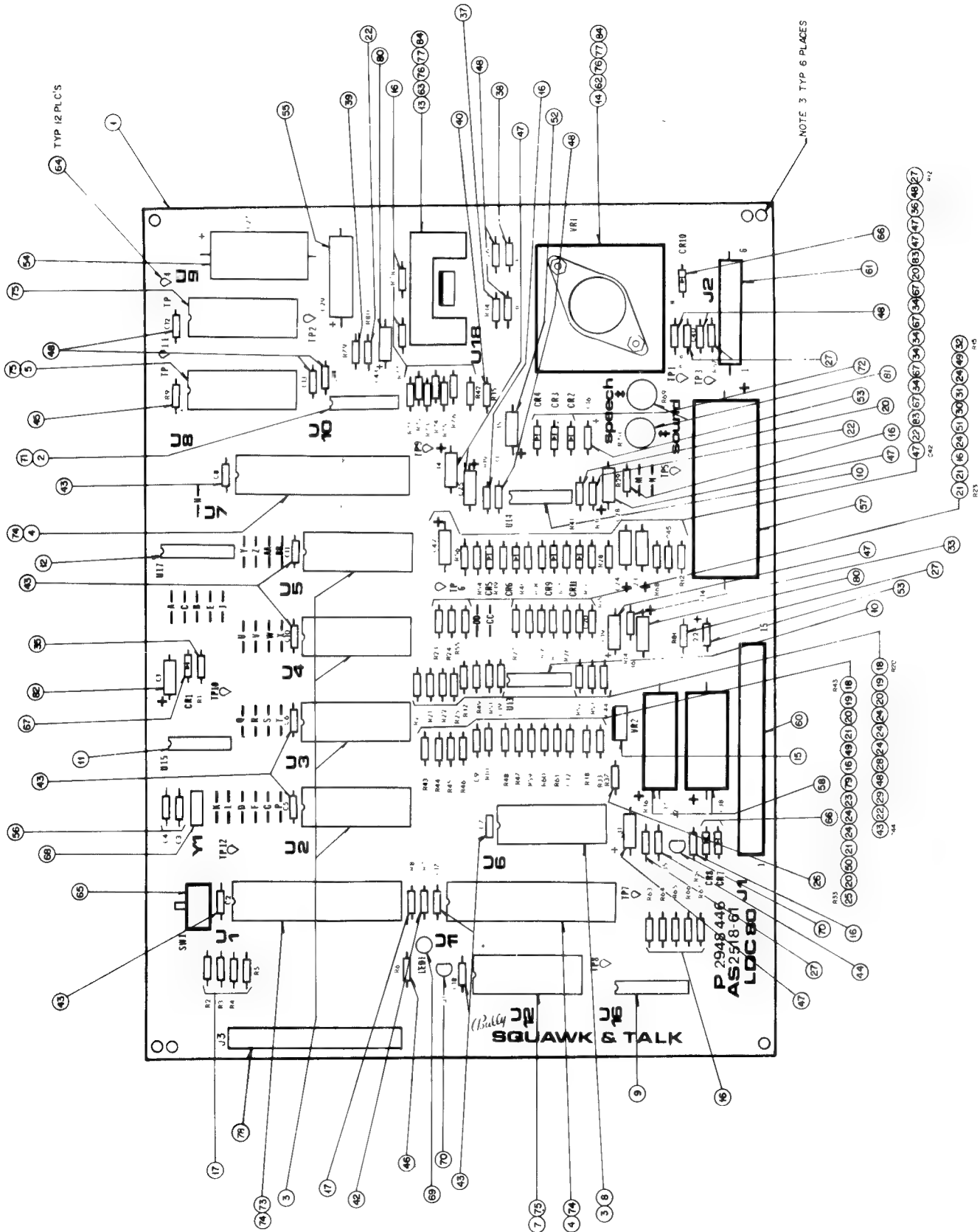
## COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	PWB	P-2948-446a	M-645-577a
2	U10	E-620-171	AD 558 DAC
3	Used with U2 thru U6	E-712	24 Pin I.C. Socket
4	U7, 11	E-620-29	6821 P.I.A.
5	U8	E-620-167	Tms 5200 Speech
7	U12	E-620-166	AY3-8912 Sound
8	U8	E-620-30	6810 RAM (See Note 1)
9	U16	E-620-33	4049 Hex Inverter
10	U13, 14	E-620-126	LM3900
11	U15	E-620-169	74LS14 Schmidt Inverter
12	U17	E-620-168	74LS155
13	U18	E-620-127	TDA 2002 Power Amp
14	VR1	E-710	LM323, 5V Regulator
15	VR2	E-620-165	7905, -5V Regulator
16	R10, 19, 29, 42, 50, 63-67 71-78, 55	E-105-185	Resistor, 1/4 W, 10K
17	R2-5, 8	E-105-238	Resistor, 1/4 W, 5%, 3.3K
18	R20, 43	E-105-343	Resistor, 1/4 W, 5%, 820K
19	R21, 44	E-105-310	Resistor, 1/4 W, 5%, 390K
20	R13, 22, 38, 41, 45	E-105-225	Resistor, 1/4 W, 200K
21	R23, 24, 46, 61	E-105-226	Resistor, 1/4 W, 5%, 100K
22	R30, 53, 56, 80	E-105-237	Resistor, 1/4 W, 5%, 2K
23	R47	E-105-151	Resistor, 1/4 W, 5%, 2.7K
24	R25, 26, 27, 32, 49, 59, 60	E-105-285	Resistor, 1/4 W, 5%, 1m
25	R33	E-105-313	Resistor, 1/4 W, 5%, 91K
26	R37	E-105-245	Resistor, 1/4 W, 5%, 30K
27	R12, 36, 57, 58, 81	E-105-230	Resistor, 1/4 W, 5%, 1K
28	R51	E-105-344	Resistor, 1/4 W, 5%, 750K
29	R52	E-105-228	Resistor, 1/4 W, 5%, 9.1K
30	R16	E-105-203	Resistor, 1/4 W, 5%, 130K
31	R11	E-105-248	Resistor, 1/4 W, 5%, 150K
32	R15	E-105-161	Resistor, 1/4 W, 5%, 220K
33	R14	E-105-346	Resistor, 1/4 W, 5%, 1.8K
34	R17, 18, 39, 40	E-105-347	Resistor, 1/4 W, 5%, 910K
35	R1	E-105-243	Resistor, 1/4 W, 5%, 27K
36	R68	E-105-311	Resistor, 1/4 W, 5%, 510 Ohm
37	R34	E-105-211	Resistor, 1/4 W, 5%, 2.2 Ohm
38	R31	E-105-303	Resistor, 1/4 W, 5%, 220 Ohm
39	R79	E-105-345	Resistor, 1/4 W, 5%, 7.5K
40	R35	E-105-196	Resistor, 1/4 W, 5%, 1. Ohm
42	R7	E-105-223	Resistor, 1/4 W, 5%, 8.2K
43	C2, 5-8, 10, 11, 17, 18, 44	E-586-85	Capacitor, Ceramic, .01 uF 25V
44	C23, 35	E-586-130	Capacitor, Ceramic, .47 uF 16V
45	R9	E-105-271	Resistor, 1/4 W, 5%, 240K
46	R6	E-105-342	Resistor, 1/2 W, 470 Ohm
47	C19, 24, 25, 28, 31, 34, 42	E-586-90	Capacitor, Electrolytic, 1 uF, 25V
48	C12, 13, 30, 33, 26, 40, 39,41, 46, 45	E-586-89	Capacitor, Ceramic, .1 uF, 25V
49	C9, 20	E-586-83	Capacitor, Ceramic, 470pF, 50V
50	C32	E-586-120	Capacitor, Ceramic, 69pF

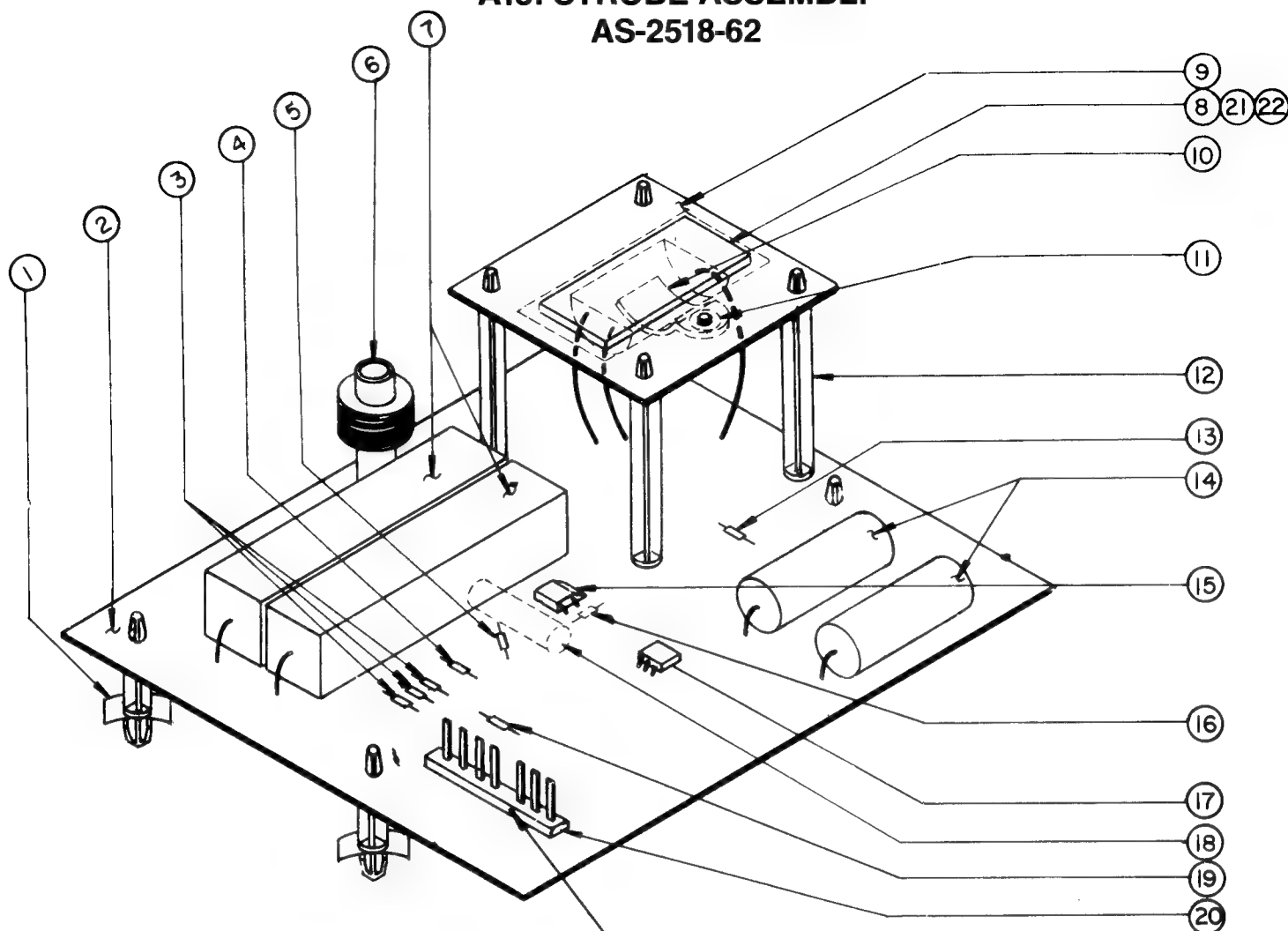
## AS-2518-61 SQUAWK & TALK COMPONENT PARTS LIST

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
51	C21	E-586-68	Capacitor, Ceramic, 100pF
52	C15	E-586-135	Capacitor, Electrolytic, 10 uF, 16V
53	C16, 22	E-586-73	Capacitor, Tantalum, 4.7 uF, 25V
54	C27	E-586-136	Capacitor, Electrolytic, 1000 uF, 16V
55	C29	E-586-124	Capacitor, Electrolytic, 470 uF, 6V
56	C3, 4	E-586-121	Capacitor, Ceramic, 27pF
57	C14	E-586-123	Capacitor, Electrolytic, 4700 uF, 25V
58	C37, 38	E-586-147	Capacitor, Electrolytic, 330 uF, 50V
59			
60	J1	E-736-15	15 Pin Wafer Connector (156)
61	J2	E-736-6	6 Pin Wafer Connector (156)
62	Used with VR1	E-682-11	Heatsink, 6053B
63	Used with U18	E-682-8	Heatsink, 6030B
64		P-5399	Test-points
65	Sw. 1	E-658-1	P.C.B. Switch
66	CR7, 8, 10	E-587-15	Diode (1N4004)
67	CR1, 5, 6, 9, 11	E-587-14	Diode (1N4148)
68	Y1	E-744-5	Crystal, 3.579
69	LED1	E-679	LED
70	Q1-2	E-585-31	Transistor, 2N3904
71	Used with U10	E-712-16	Socket I.C. 16 Pin
72	CR2-4	E-587-22	Diode, VR332
73	U1	E-620-125 Or 128	6808 or 6802 (See Note 1) Microprocessor
74	Used with U1, 7, 11	E-712-1	Socket I.C. 40 Pin
75	Used with U8, 9, 12	E-712-28	Socket I.C. 28 Pin
76	Used with U18, VR1	LSPR-00632-1106	Screw
77	Used with VR1, U18	N-00632-2112	Nut
78	J3	E-766-20	Header, 20 Pin
79	R48	E-105-312	2.4K, 1/4 W, 5%, Resistor
80	C36, 43	E-586-63	2 uF, 16V, Capacitor
81	R69, 70	E-599-16	Pot. 1K
82	C1	E-586-148	47 uF Electrolytic Capacitor
83	R28, 54	E-105-341	82K Resistor
84	Used with U18, VR1	M-1834	Thermal compound
85			Jumpers See Notes

# SQUAWK & TALK AS-2518-61



# A13: STROBE ASSEMBLY AS-2518-62

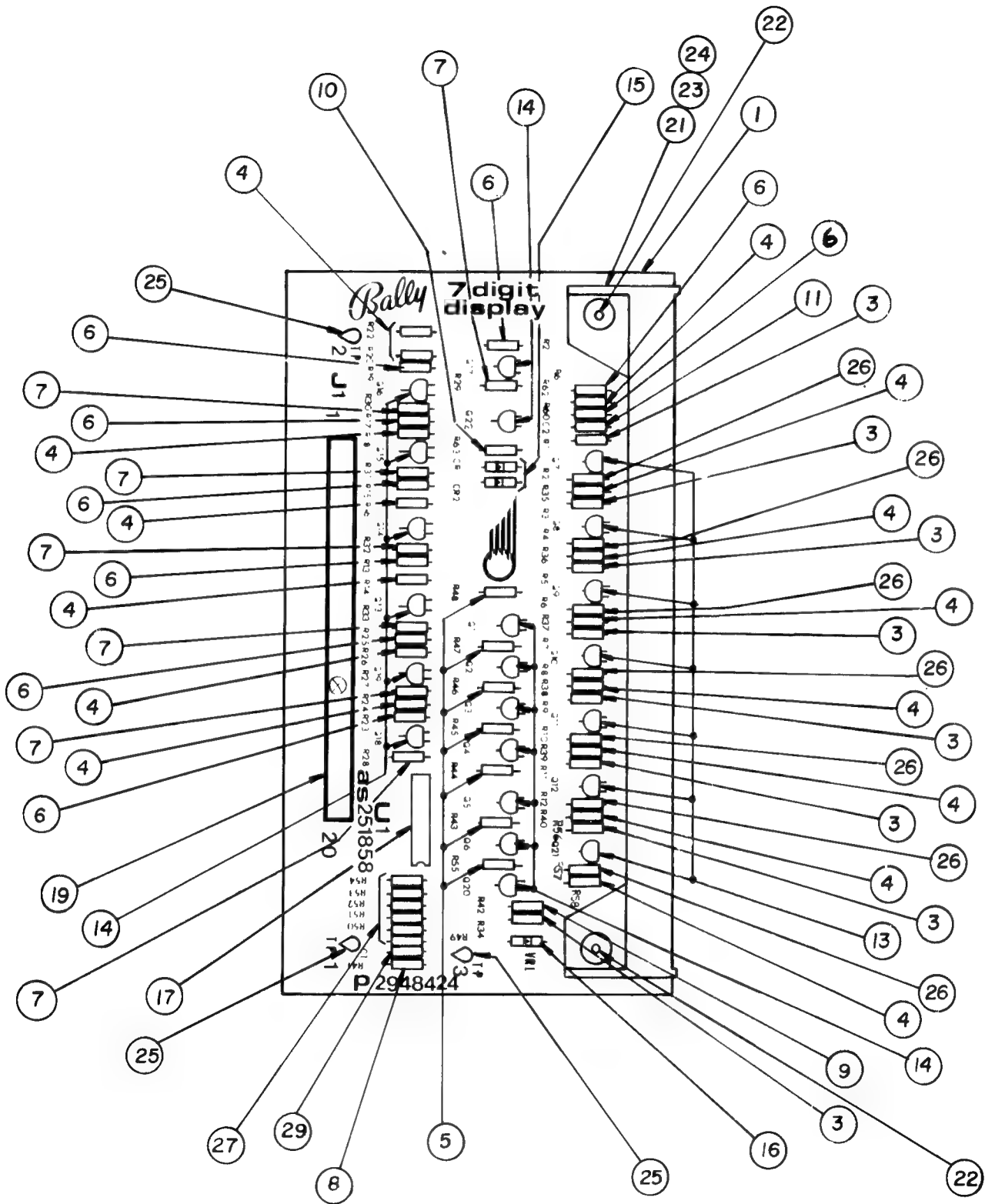


**REMOVE PIN 5 FOR KEY**

ITEM	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1		0017-00042-0231	3/4" Standoff
2		A080-91359-B645	P.C. Board-4 1/2" x 5 1/4"
3		0064-030XX-XXXX	IN4004 400V. 1A Diode
4		0062-287B3-1XXX	180K Ohm 1/4 W. 5% Carbon
5		0062-227A1-1XXX	10K Ohm 1/8 W. 1% Carbon
6		0069-185XX-XAHX	Transformer Step-up SEC 540T
7		0062-141P5-41XX	300 Ohm 20 W. 5% WW Resistor
8		0069-156XX-XX1X	Flash Tube G.E. FT19-30K
9		0645-00116-0000	Strobe Lamp Bracket
10		0017-00042-0233	Tension Clip
11		0017-00101-0555	6-32 Self-Tapping Screw w/Washers
12		0017-00042-0232	1 3/8" Standoff
13		0062-323B3-1XXX	1 M Ohm 1/4 W. 5% Carbon
14		0061-212N6-5E1X	22 MF 250V. 20% Axial Capacitor
15		0065 552XX-XXDX	C108C41 SCR PNP 300V.
16		0062-179B3-1XXX	1K Ohm 1/4 W. 5% Carbon
17		0069-131XX-XXGX	M0C3011 Optical Coupler
18		0645-00802-0000	.1 MF 200V. 10% Mylar
19		0062-144B3-1XXX	330 Ohm 1/4 W. 5% Carbon
20		E-736-8 (Bally #)	Connector 8 Pin
21		0069-157XX-XX1X	Reflector
22		0645-00918-0000	Grommet



# AS-2518-58 DISPLAY DRIVER MODULE

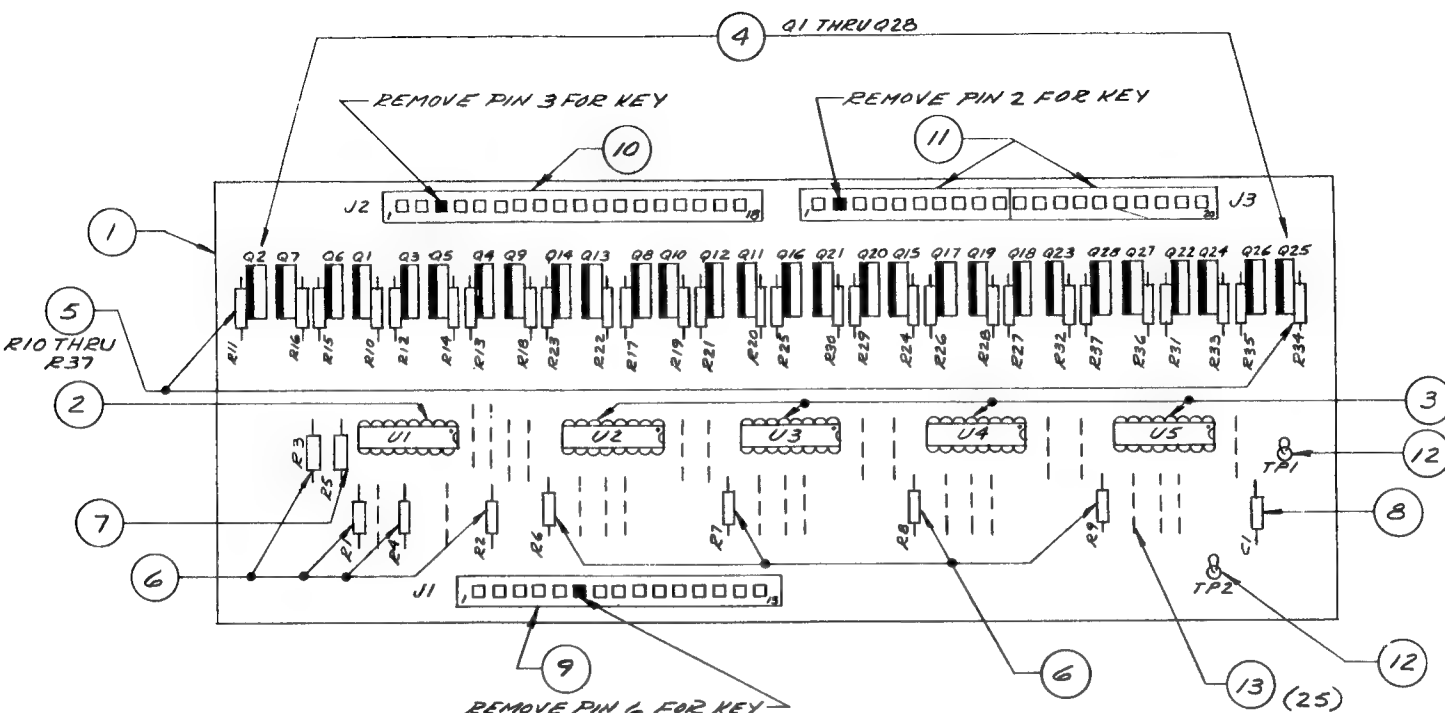


## A1: 7 DIGIT DISPLAY DRIVER MODULE

### COMPONENTS PARTS LIST

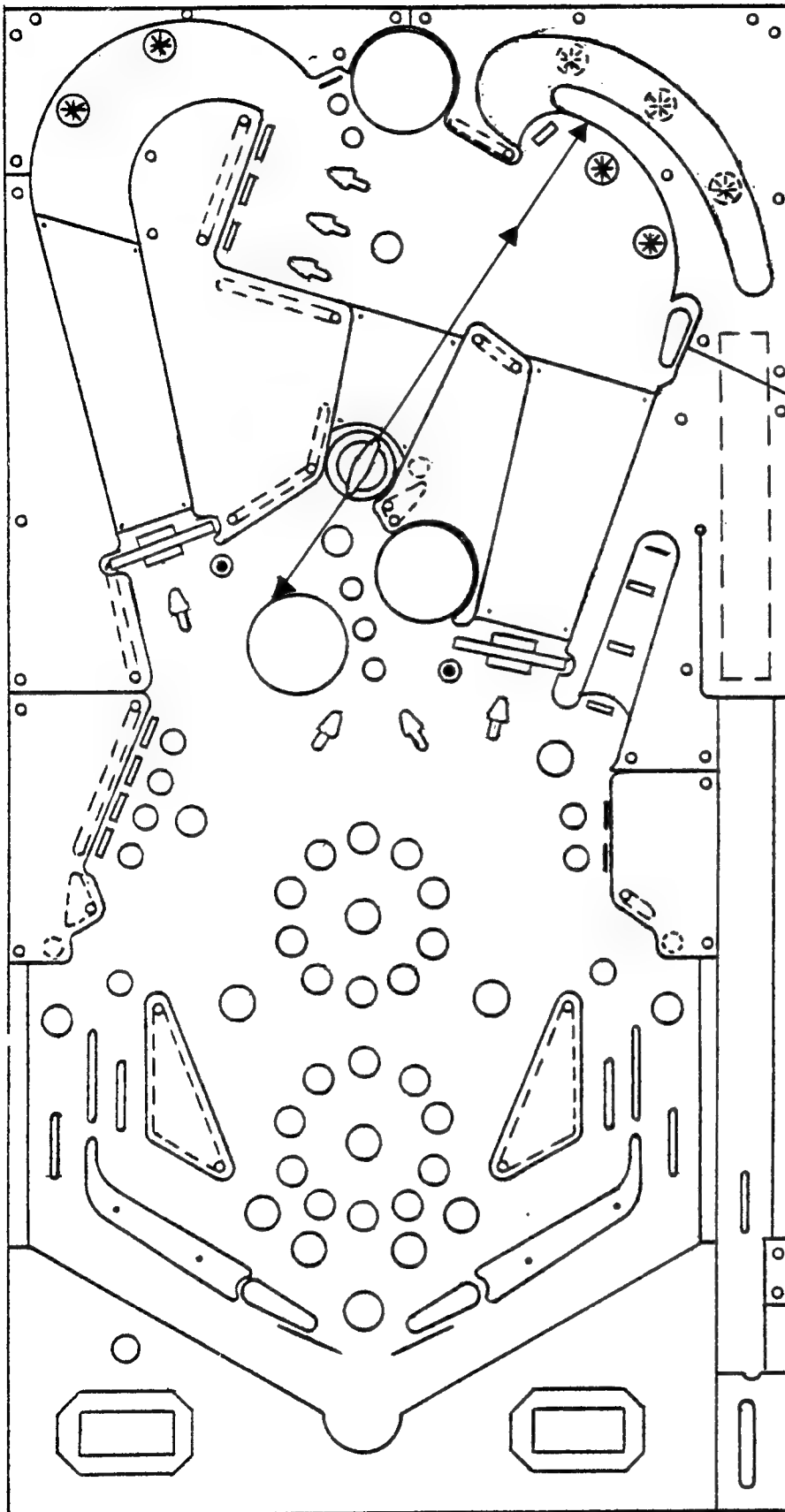
ITEM	QTY.	REFERENCE DESIGNATION	BALLY PART #	DESCRIPTION
1	1		P-2948-424	P.C. Board, M-645 546
3	8	R1, R3, R5, R7, R9, R11, R34, R56	E-105-331	Resistor, 100K $\Omega$
4	15	R14, R16, R18, R20, R22, R24, R26, R35, R36, R37, R38, R39, R40, R58, R62	E-105-227	Resistor, 300K $\Omega$
5	7	R43, R44, R45, R46, R47, R48, R55	E-105-228	Resistor, 9.1K $\Omega$
6	9	R13, R15, R17, R19, R21, R23, R25, R61, R60	E-105-229	Resistor, 1.5K $\Omega$
7	7	R27, R28, R29, R30, R31, R32, R33	E-105-222	Resistor, 1.2K $\Omega$
8	1	R41	E-105-231	Resistor, 39K $\Omega$
9	1	R42	E-105-271	Resistor, 240K $\Omega$
10	1	R63	E-105-248	Resistor, 150K $\Omega$
11	1	C2	E-586-65	Capacitor, .01 MFD, 500V
13	7	Q7, Q8, Q9, Q10, Q11, Q12, Q21	E-585-32	Transistor (2N5401)
14	15	Q1, Q2, Q3, Q4, Q5, Q6, Q13, Q14, Q15, Q16, Q17, Q18, Q19, Q20, Q22	E-585-33	Transistor (MPS-A42)
15	2	CR1-2	E-587-14	Diode (IN4148)
16	1	VR1	E-598-7	Zener Diode, 110V (IN3045A)
17	1	U1	E-620-38	I.C. Decoder (MC14543)
18				
19	2	J1	E-736-10	10 Pin Wafer Pin Connector (KK-156)
21	1	DS1	E-680-7	7 Digital Display Panel
22	2		M-1836	Hi-Lo Screw, W/H
23	1		P-2399	Display Mounting (Top)
24	1		P-2399-1	Display Mounting (Bottom)
25	3	TP1-3	P-5399	Test Clip
26	7	R2, R4, R6, R8, R10, R12, R57	E-105-287	Resistor, 2.2K $\Omega$
27	6	R49, R50, R51, R52, R53, R54	E-105-242	Resistor, 20K $\Omega$
28				
29	1	C1	E-586-85	Capacitor, .01 MFD, 25V

## AS-2518-52 AUXILIARY LAMP DRIVER



### A9: AUXILIARY LAMP DRIVER COMPONENT PARTS LIST

ITEM	QTY.	REFERENCE DESIGNATION	BALLY PART NO.	DESCRIPTION
1	1		P-2948-504	P.C.B. (M-645-512)
2	1	U1	E-620-134	Quad Flip Flop
3	4	U2 Thru U5	E-620-108	BCD to Decimal Decoder
4	28	Q1 Thru Q28	E-585-29	S.C.R.
5	28	R10 Thru R37	E-105-237	Resistor, 2K $\Omega$ , 1/4 W, 5%
6	8	R1-4, R6-9	E-105-242	Resistor, 20K $\Omega$ , 1/4 W, 5%
7	1	R5	E-105-173	Resistor, 2.2M, 1/4 W, 5%
8	1	C1	E-586-85	Capacitor, .01 $\mu$ f, 25V, $\pm$ 20 %
9	1	J1	E-736-15	Connector, KK156 15 Pin
10	1	J2	E-736-18	Connector, KK156 18 Pin
11	2	J3	E-736-10	Connector, KK156 10 Pin
12	2	TP1, TP2	P-5399	Test Point
13	25		M-1777-126	Jumper

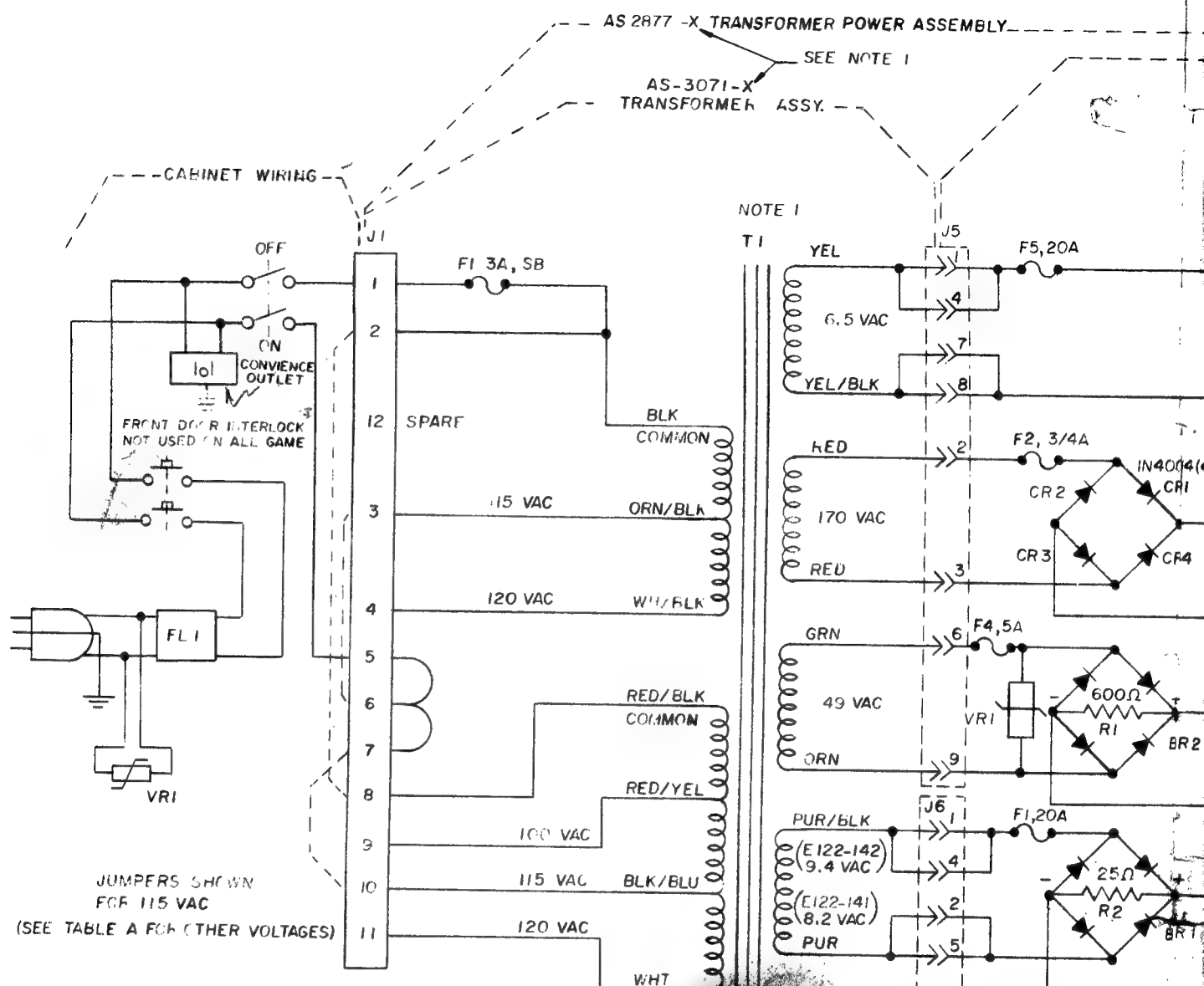


VECTOR DRAWING FOR FLASH GORDON  
UP AND DOWN EJECT SAUCER

Ball from saucer kicking down to  
left side of left thumper bumper.

Ball from saucer kicking up in  
approximate direction of arrows.





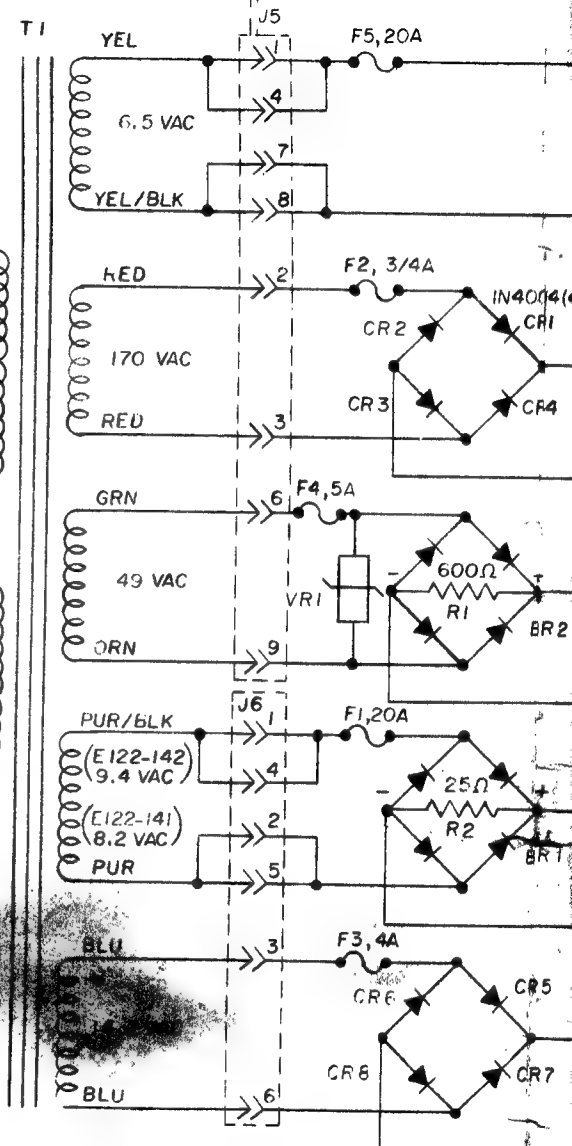
NOTES

1. SEE GAME MANUAL OF SPECIFIC GAME FOR CORRECT DASH / PART NUMBER.

TABLE "A"

115 VAC , 2-8 , 3-6 , 7-1
120 VAC , 2-8 , 4-6 , 7-11
220 VAC , 4-8 , 7-10
240 VAC , 4-8 , 7-11

NOTE 1

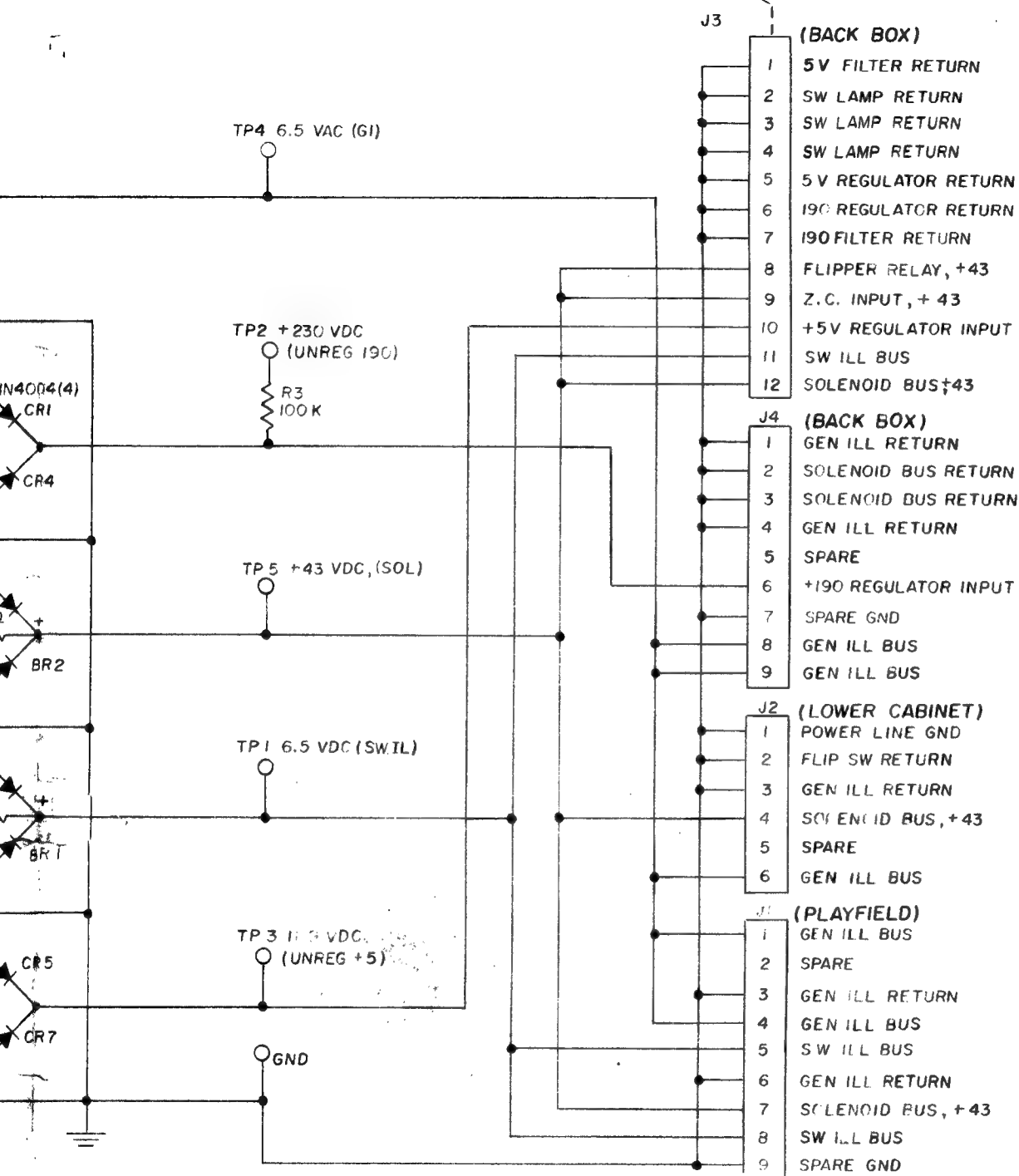


OPER.	DEPT.	DESCRIPTION	TOOL NO.	NO.	LET.	CHANGE	DATE
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PART NO.

W-1233 *h*

AS-2518-54, POWER MODULE



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REMOVE ALL BURRS

TOLERANCES ON  
DIMENSIONS UNLESS  
OTHERWISE SPECIFIED  
FRACTIONS  $\pm .008$   
DECIMALS  $\pm .003$   
EXCEPT HOLE DIA S  
ANGLES  $\pm 1/2^\circ$

DO NOT SCALE DRAWING

DR. BY  
FFCDATE  
7-10-80CK. BY  
AMCRDATE  
7-11-80AP'D BY  
DATEAP'D BY  
DATE

FINISH:

HARDENING:

Bally MANUFACTURING CORP.

2640 BELMONT AVENUE  
CHICAGO, ILLINOIS

# 1196

PRINT  
CONTROL

DIE SIZE:

C.C.:

FT. PER M.

LBS. PER M.

NAME

POWER SUPPLY SCHEMATIC

ASSEM. NO. USBD

SCALE

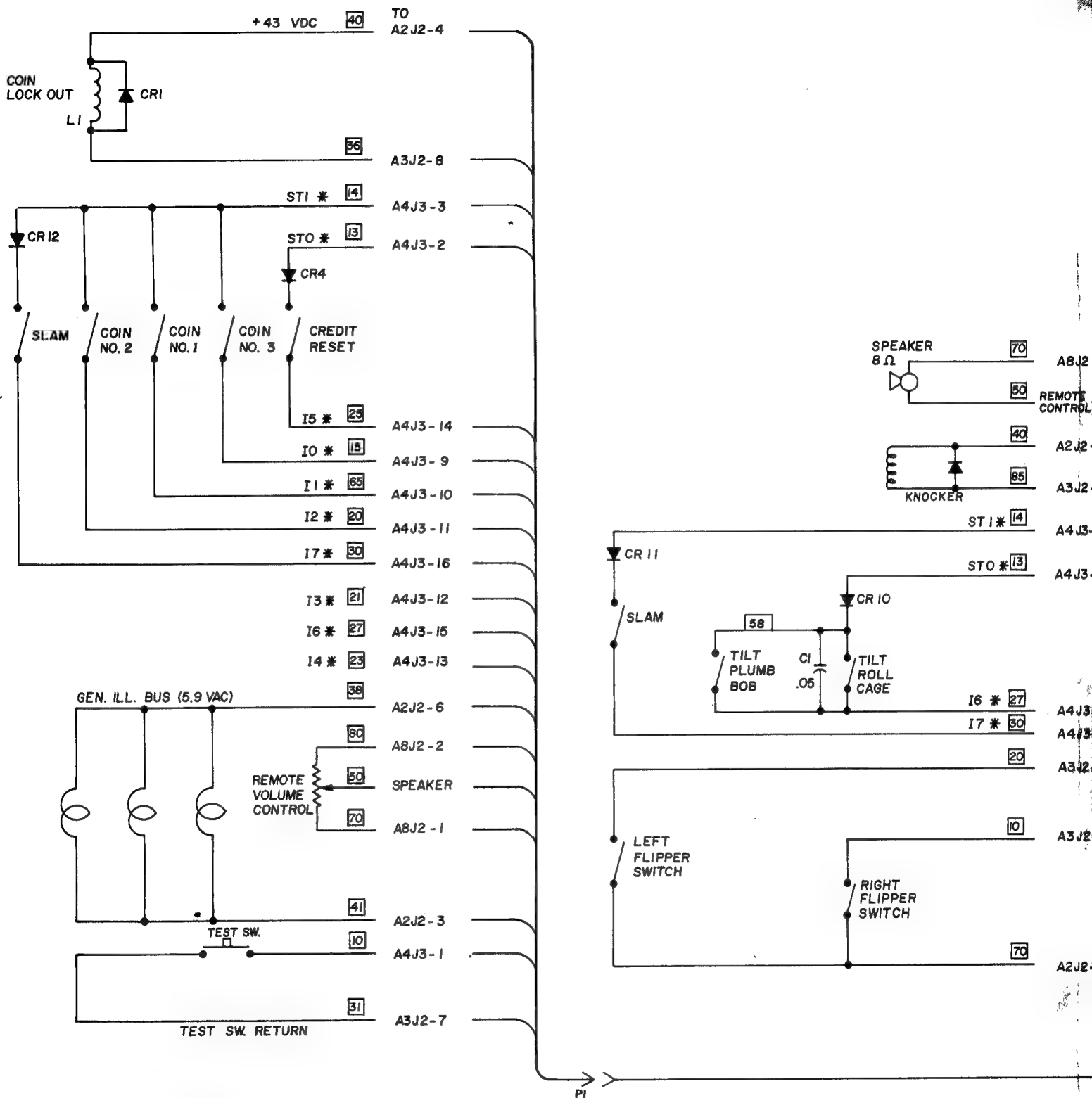
MATERIAL

CODE

PART NO.

W-1233 *h*

DATE BY



**NOTES: (CAUTION)**

1. USE BALLY PART NO. E-713 FOR 115-120 VAC.
2. USE BALLY PART NO. E-713-1 FOR 220-240 VAC.
3. \* INDICATES AID TEST POINT.

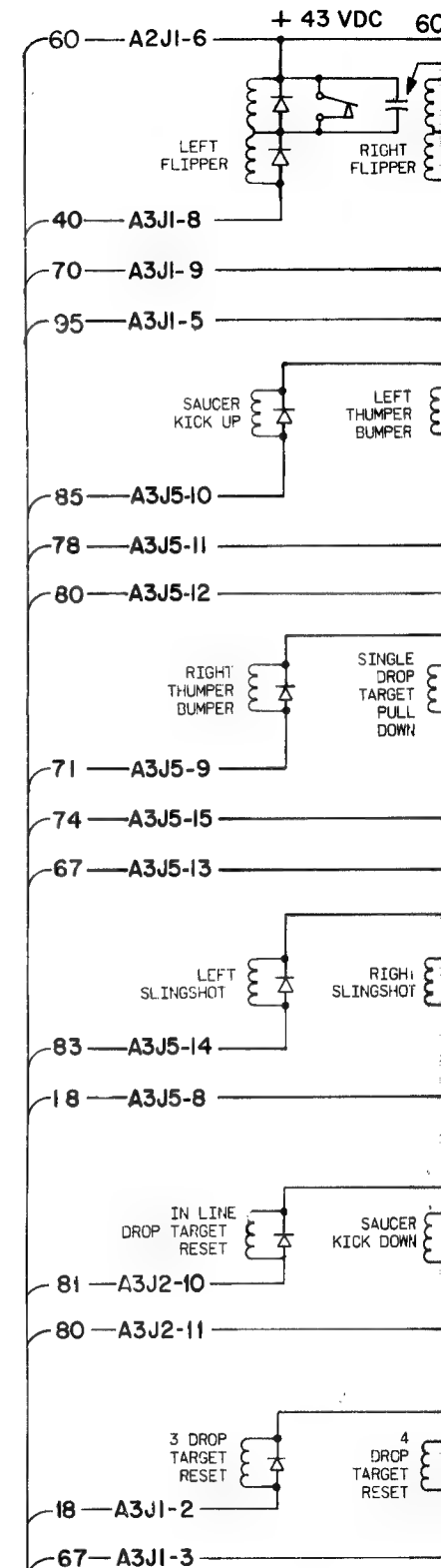
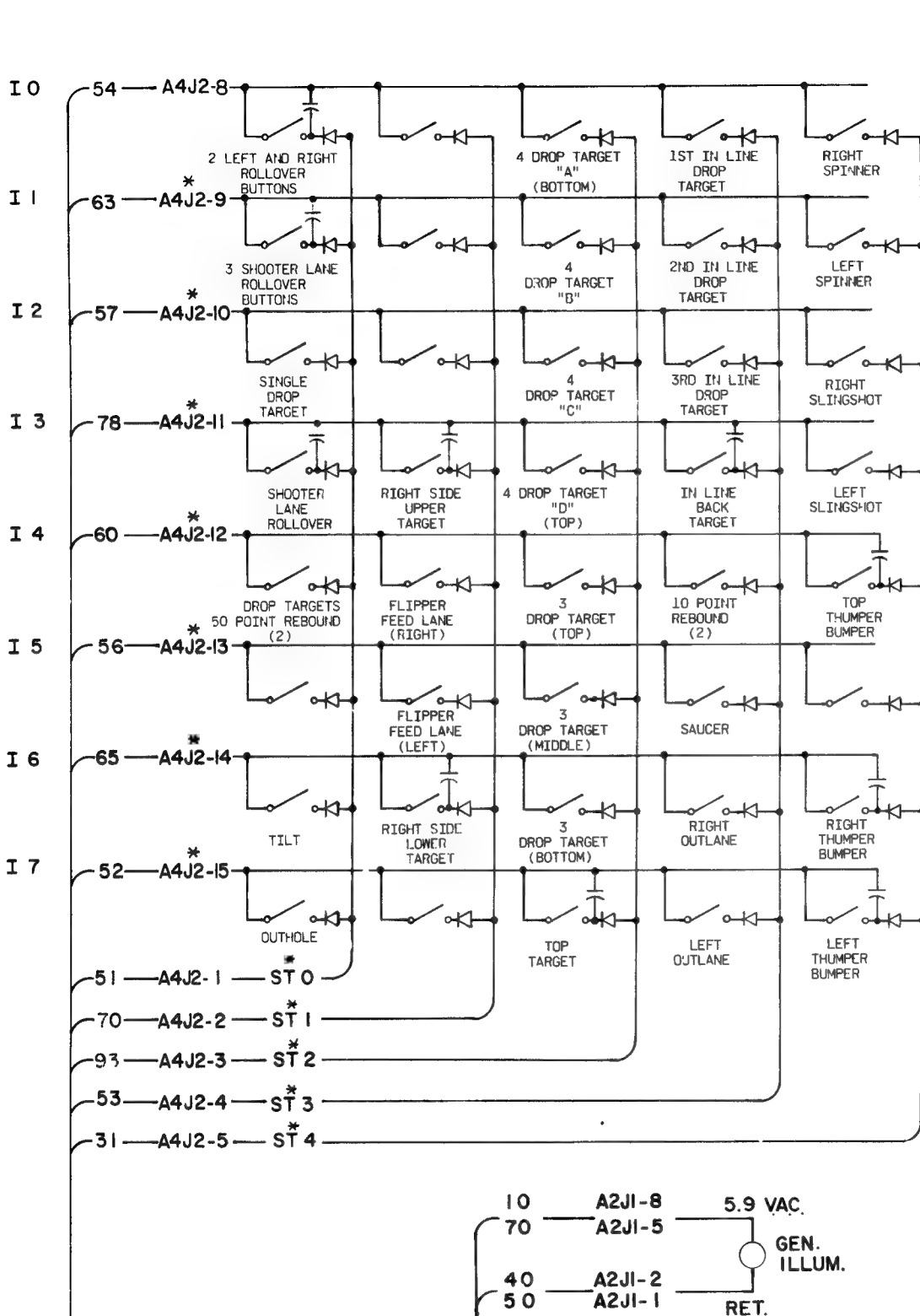
TO	J1 PIN	TO	J1 PIN
A4J3-9	1	A4J3-3	11
A4J3-10	2	A2J2-4	15
A4J3-11	3	A3J2-8	16
A4J3-12	4	A2J2-6	17
A4J3-13	5	A2J2-3	18
A4J3-14	6	A4J3-1	19
A4J3-15	7	A3J2-7	20
A4J3-16	8	SPEAKER	9
A4J3-2	10	A8J2-1	12
DOOR PLUG		A8J2-2	13

A7 CABINET ASS'Y. WIRING  
NOTE: DIODES ARE 1N4004, (E-85)





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## PLAYFIELD A6

TO W-1187-26

### NOTES

5. GERMANY ONLY CAPACITOR 01 MFD @ 500 V (E-586-65)

1. INDICATES NOT USED

2. N/U = NOT USED ON PLAYFIELD

3. \* INDICATES AID TEST POINT

4. COIL DIODES ARE IN4004 (E-587-6)

ALL CAPACITORS ARE .05 MFD. (E-586-80)

SWITCH DIODES ARE IN 4148 (E-587-14)

20	A5
12	A5
23	A5
34	A5
98	A5
85	A5
91	A5
60	A5

- |    |   |         |                          |
|----|---|---------|--------------------------|
| 43 | — | A5J3-26 | 3K MINI BONUS            |
| 36 | — | A5J3-25 | 7K MINI BONUS            |
| 67 | — | A5J3-19 | RIGHT SPINNER            |
| 13 | — | A5J3-17 | 3K SUPER BONUS           |
| 25 | — | A5J3-16 | 7K SUPER BONUS           |
| 98 | — | A5J3-23 | 50K MINI BONUS           |
| 40 | — | A5J3-27 | 4X BONUS                 |
| 30 | — | A5J3-21 | 4 DROP TARGET "C"        |
| 64 | — | A5J3-20 | FLIPPER FEED LANE (LEFT) |
| 23 | — | A5J3-22 | SAME PLAYER SHOOT AGAIN  |
| 72 | — | A5J3-24 | EXTRA BALL SAUCER        |
| 10 | — | A5J3-1  | 4K MINI BONUS            |
| 21 | — | A5J3-12 | 8K MINI BONUS            |
| 53 | — | A5J3-15 | LEFT SPINNER             |
| 20 | — | A5J3-11 | 4K SUPER BONUS           |
| 15 | — | A5J3-9  | 8K SUPER BONUS           |
| 35 | — | A5J3-13 | CREDIT INDICATOR         |
| 14 | — | A5J3-4  | 5X BONUS                 |
| 95 | — | A5J3-2  | 4X 3 DROP TARGET         |
| 91 | — | A5J3-10 | 4 DROP TARGET "D" (TOP)  |
| 56 | — | A5J3-18 | RIGHT SIDE UPPER TARGET  |
| 81 | — | A5J3-3  | 100K SUPER BONUS         |
| 84 | — | A5J3-14 | 5X 4 DROP TARGET         |
| 20 | — | A5J1-7  | FEATURE LAMP BONUS       |

_____ A5J2-2	LOWER TOP RIGHT R.O. BUTTON	<input checked="" type="radio"/>
_____ A5J2-14	RIGHT OUT SPECIAL	<input type="radio"/>
_____ A5J2-15	LEFT OUT SPECIAL	<input type="radio"/>
_____ A5J2-16	TOP THUMPER BUMPER	<input type="radio"/>
_____ A5J2-20	IN LINE DROP TAR X BALL	<input type="radio"/>
_____ A5J2-6	30K SAUCER	<input type="radio"/>
_____ A5J2-7	10P TARGET COLLECT BONUS	<input type="radio"/>
_____ A5J2-1	TOP TARGET SPECIAL	<input type="radio"/>

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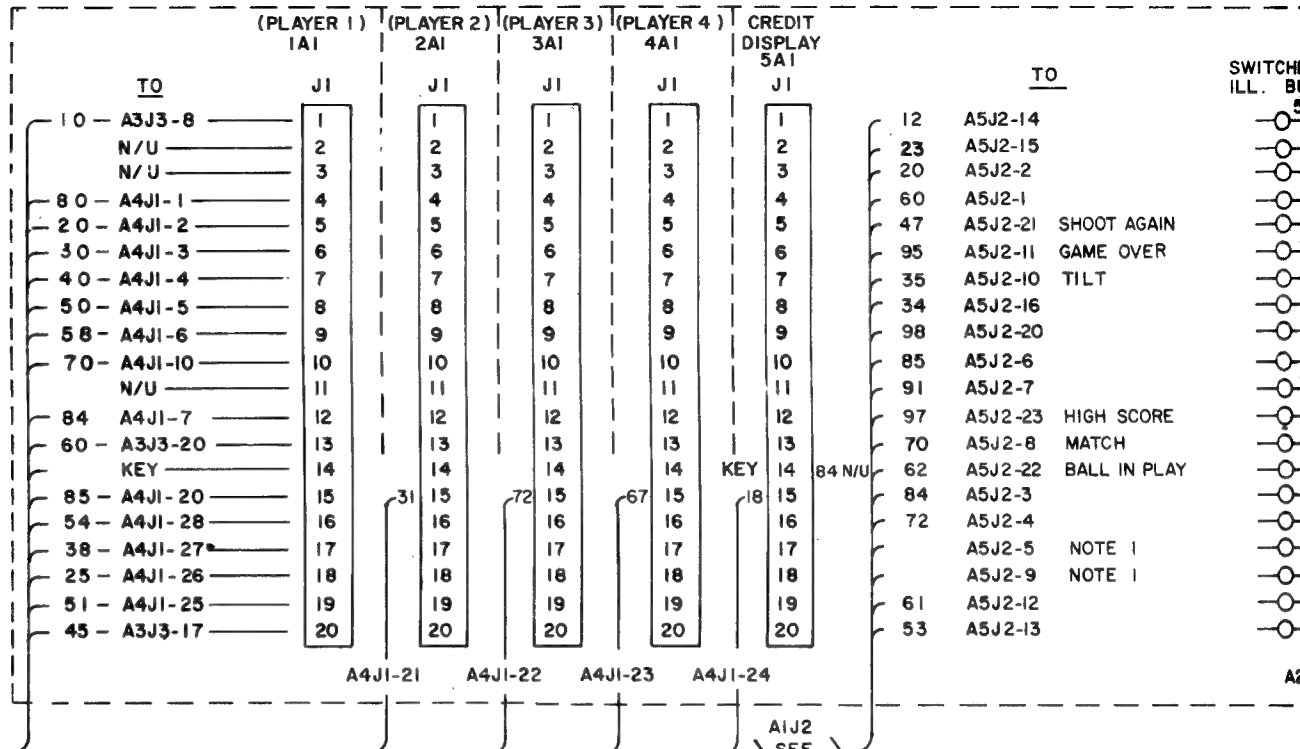
				<u>REMOVE ALL BURRS</u>		DR BY DATE CR BY DATE		<i>Bally</i> MANUFACTURING CORP. 2640 BELMONT AVENUE CHICAGO ILLINOIS										1215			
				TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED FRACTIONS - 1/64 DECIMALS - .005 ANGLES - 1		AP'D BY DATE AP'D BY DATE		PRINTING 1 2 3 4 5 6 7 8 9 10 11 12										TOTAL SCALE			
				DO NOT SCALE DRAWING		FINISH HARDENING		NAME WIRING DIAGRAM PLAYFIELD										ASSEM NO USED ON W			
								MATERIAL FLASH GORDON										PART NO W-1192-26			
LET		CHANGE		DATE BY CK																	

TABLE A AIJ2

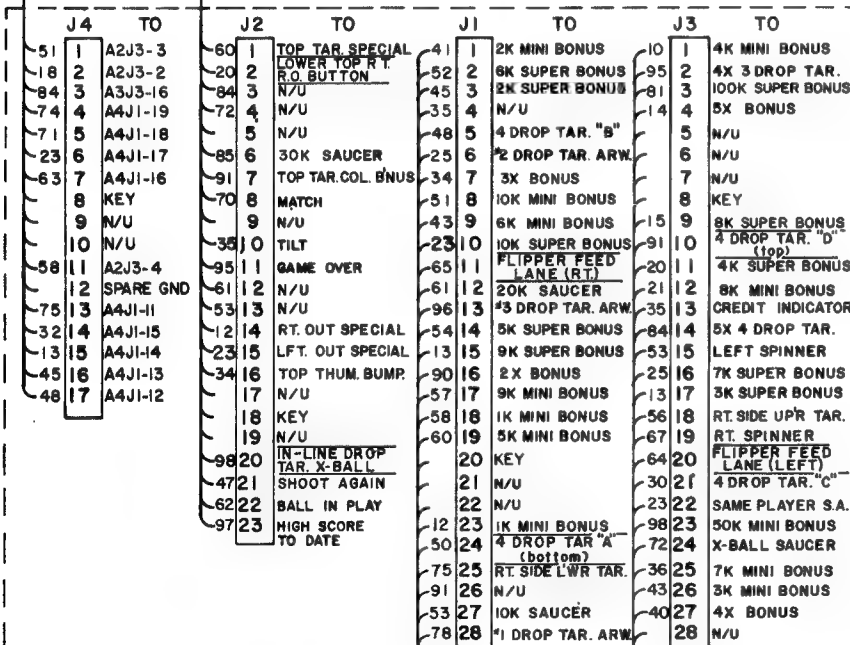
FROM	PIN	WIRE
A2J3-11	1	20
A5J2-14	2	12
A2J4-4	3	40
A2J4-8	4	10
A5J2-23	5	97
A5J2-15	6	23
A5J2-22	7	62
A5J2-8	8	70
A5J2-1	9	60
A5J2-2	10	20
A5J2-11	11	95
A5J2-21	12	47
A5J2-10	13	35
A5J2-7	14	91
A5J2-6	15	85
A5J2-20	16	98
A5J2-16	17	34
A2J4-1	18	50
A2J4-9	19	70
A5J2-13	20	53
A5J2-12	21	61
A5J2-4	22	72
A5J2-3	23	84
A8J1-7	24	70

INSERT TO BACK CAB.  
PLUG

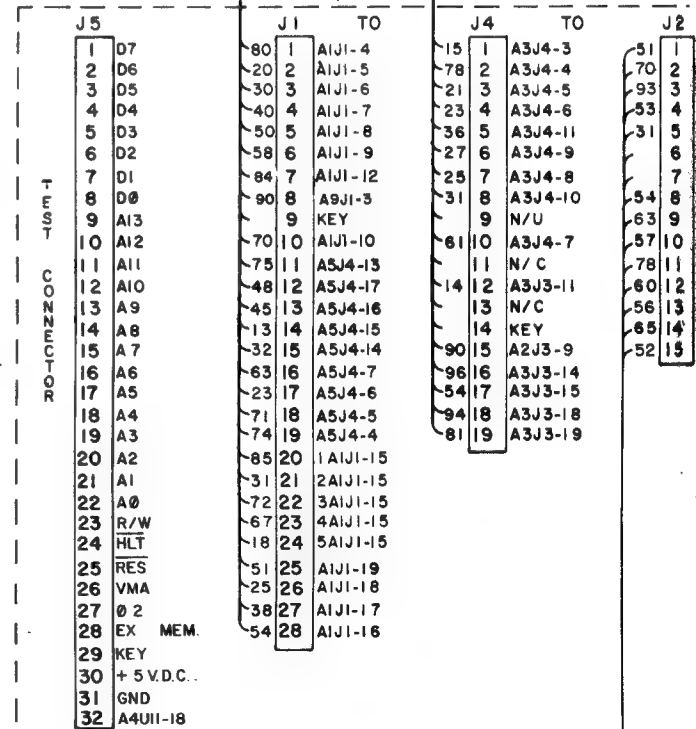
## AI INSERT



## LAMP DRIVER A5



## MPU A4



TO LOWER CABINET  
TO PLAYFIELD

## NOTES:

1. THESE PINS ARE RESERVED FOR FUTURE USE.
2. WIRE COLOR ARE SHOWN FOR ALL CONNECTOR PINS, SOME WIRE MAY NOT BE USED IN ALL GAMES.
3. \* INDICATES AID TEST POINT.

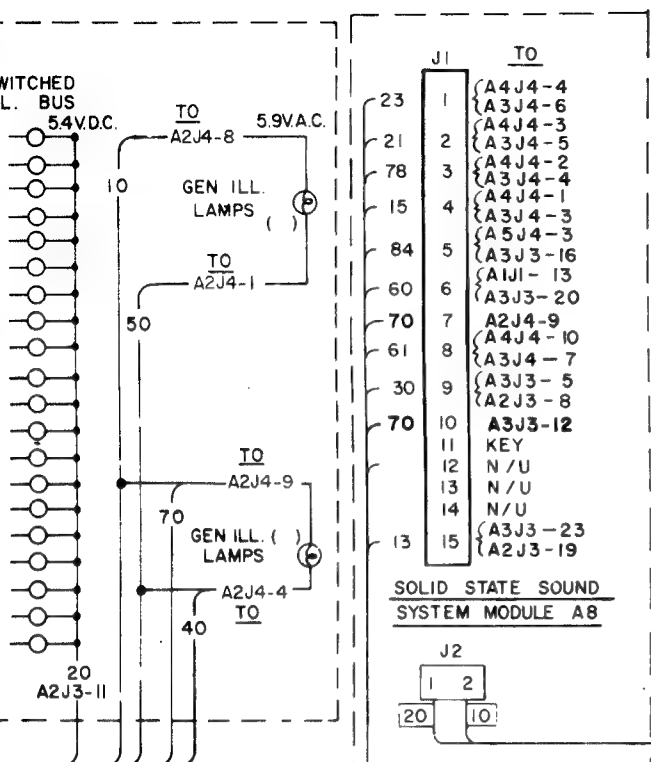


TABLE "B"		
FROM	PIN	WIRE
A5J2-14	1	12
A5J2-2	2	20
A5J2-15	3	23
A5J2-16	4	34
A5J2-1	5	60
A5J2-6	6	85
A5J2-7	7	91
A5J2-20	8	98

PANEL TO BACK CAB. PLUG

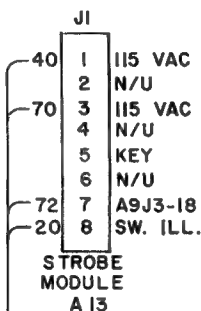
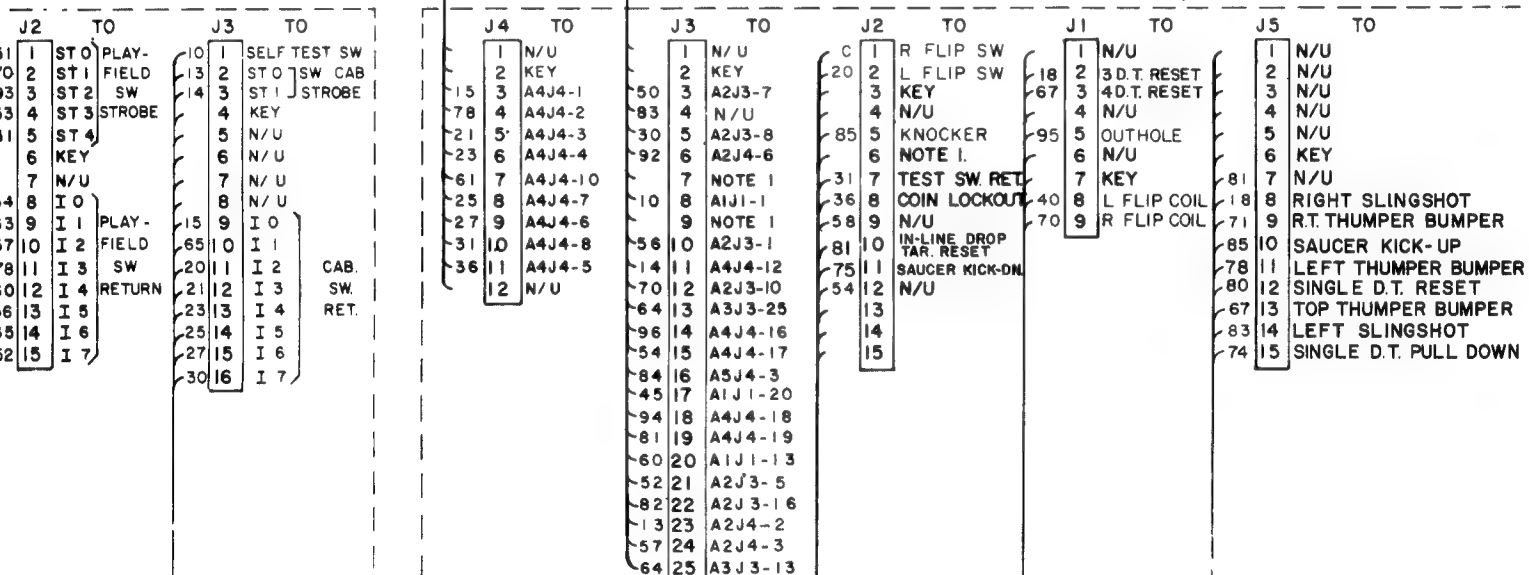


TABLE "C"		
FROM	PIN	WIRE
A2J	AJ2	40
AJJ	AJ4	70

T2 TO STROBE MODULE

PLAYFIELD (W-1192-26)

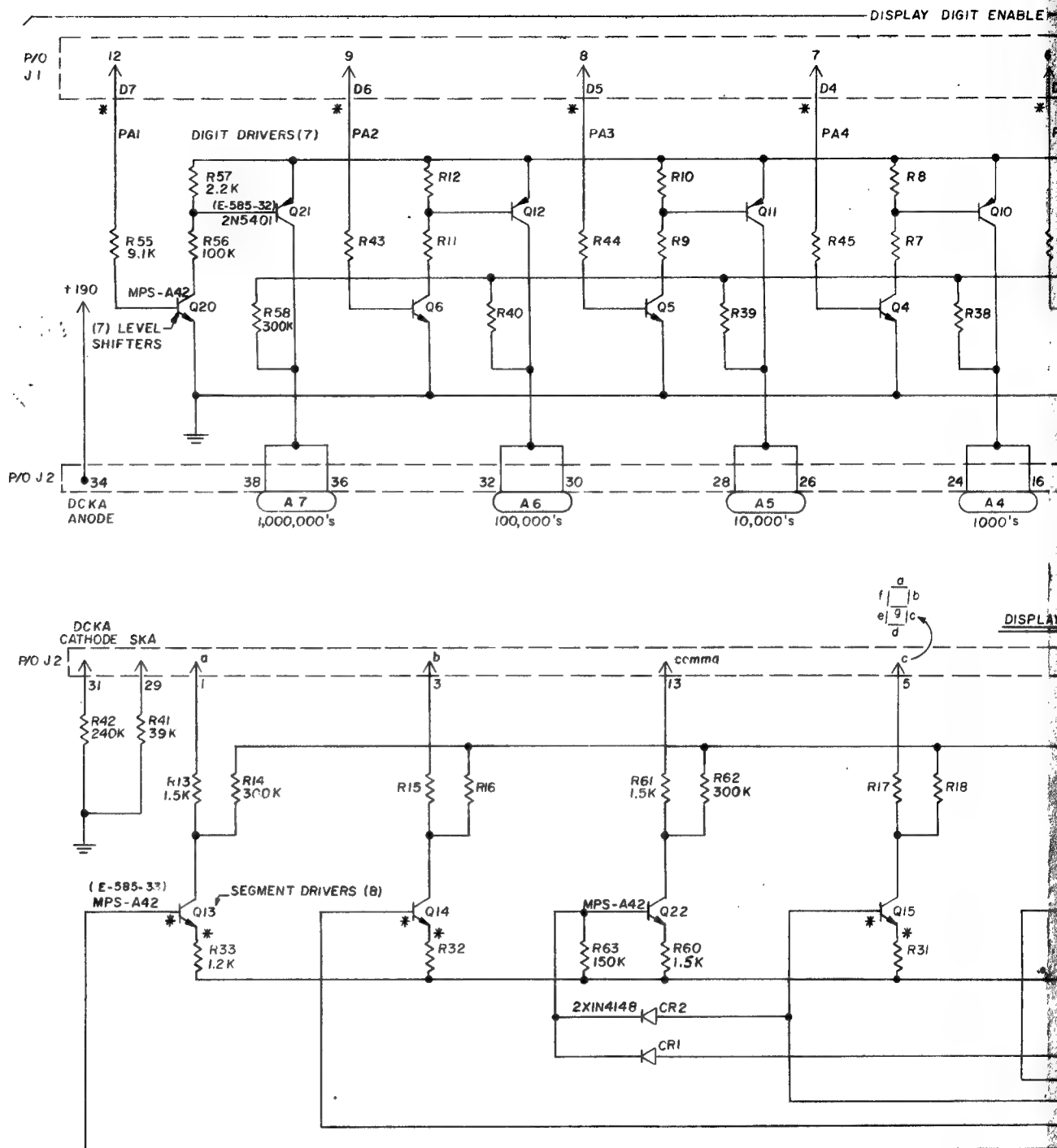
## VOLTAGE REGULATOR / SOLENOID DRIVER A3



## WIRE COLOR CODE

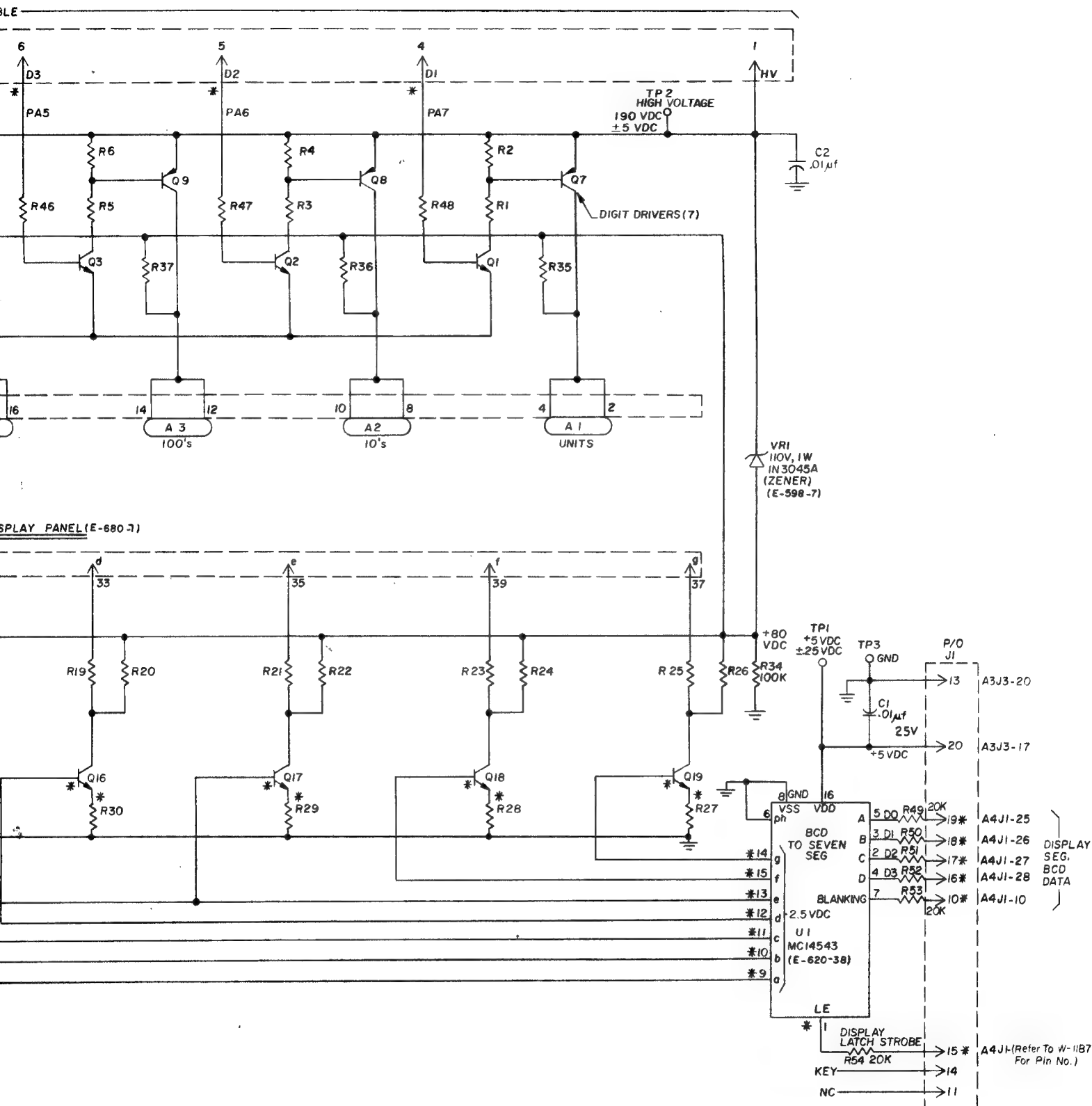
1-RED	6-BROWN
2-BLUE	7-ORANGE
3-YELLOW	8-BLACK
4-GREEN	9-GRAY
5-WHITE	0-NO TRACE

REMOVE ALL BURRS		DR BY <i>NEW</i> DATE <i>11-18-80</i>		Bally MANUFACTURING CORP. 2640 BELMONT AVENUE CHICAGO, ILLINOIS		#1215	
TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED FRACTIONS - 1/64 DECIMALS .005 ANGLES °		CK BY DATE		AP'D BY DATE <i>11-19-80</i>		TOTAL SCALE	
DO NOT SCALE DRAWING		AP'D BY DATE <i>11-19-80</i>		NAME		ASSEMBLY NO. USED ON	
LET CHANGE DATE BY CK		FINISH		WIRING DIAGRAM BACK BOX		PART NO. <i>W-1187-26</i>	
		HARDENING		MATERIAL <i>FLASH GORDON</i>			



# NOTES:

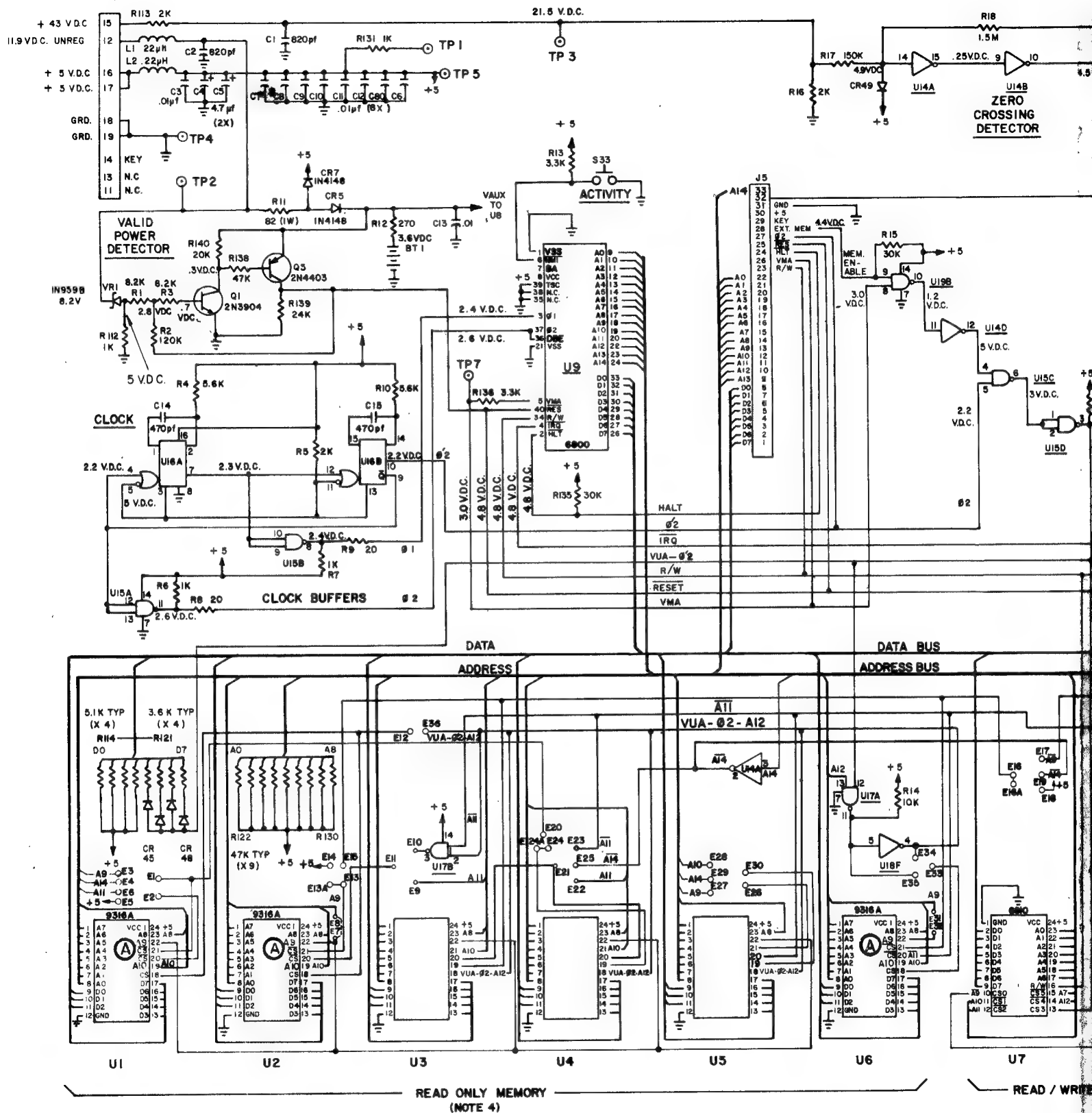
1. UNLESS OTHERWISE SPECIFIED ALL RESISTORS ARE  $\pm 5\%$ ,  $\frac{1}{4}$  W.
2. PREFIX ALL REFERENCE DESIG. WITH ASSEMBLY REFERENCE DESIG. "A 1".



ALL DESIGN, OPERATIVE AND PROCESS DATA PERTAINING TO THE ARTICLE SHOWN ON THIS SHEET IS THE PROPERTY OF BALLY MFG. CORP. CHICAGO, ILL. THIS INFORMATION IS DISCLOSED IN CONFIDENCE AND IS NOT TO BE COPIED, REPRODUCED, REVEALED TO OR APPROPRIATED BY OTHERS IN PART OR IN WHOLE, WITHOUT THE EXPRESS CONSENT OF THE OWNERS. THE PRINT IS LOANED AND MUST NOT BE USED IN ANY MANNER DETRIMENTAL TO THE INTEREST OF THE OWNERS, AND MUST BE RETURNED ON DEMAND.

REMOVE ALL BURNS				DR. BY DATE EFC 6-18-70		Bally MANUFACTURING CORP. #1210 2640 BELMONT AVENUE CHICAGO, ILLINOIS			
TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED				AP'D BY DATE 6-19-70		PRINT CONTROL		DIE SIZE. C.C. FT. PER M. LBS. PER M.	
FRACTIONS ± .003				AP'D BY DATE 6-19-70		NAME 7 DIGIT DISPLAY BOARD SCHEMATIC "A1"		ASSEM. NO. USED AS-2518-58	
DECIMALS ± .003				FINISH:		MATERIAL		PART NO.	
EXCEPT HOLE DIA. 5				DO NOT SCALE DRAWING		CODE		W-1184-2c	
ANGLES ± 1/2°									
NO.	LET.	CHANGE	DATE	BY					

P/O J4



# NOTES

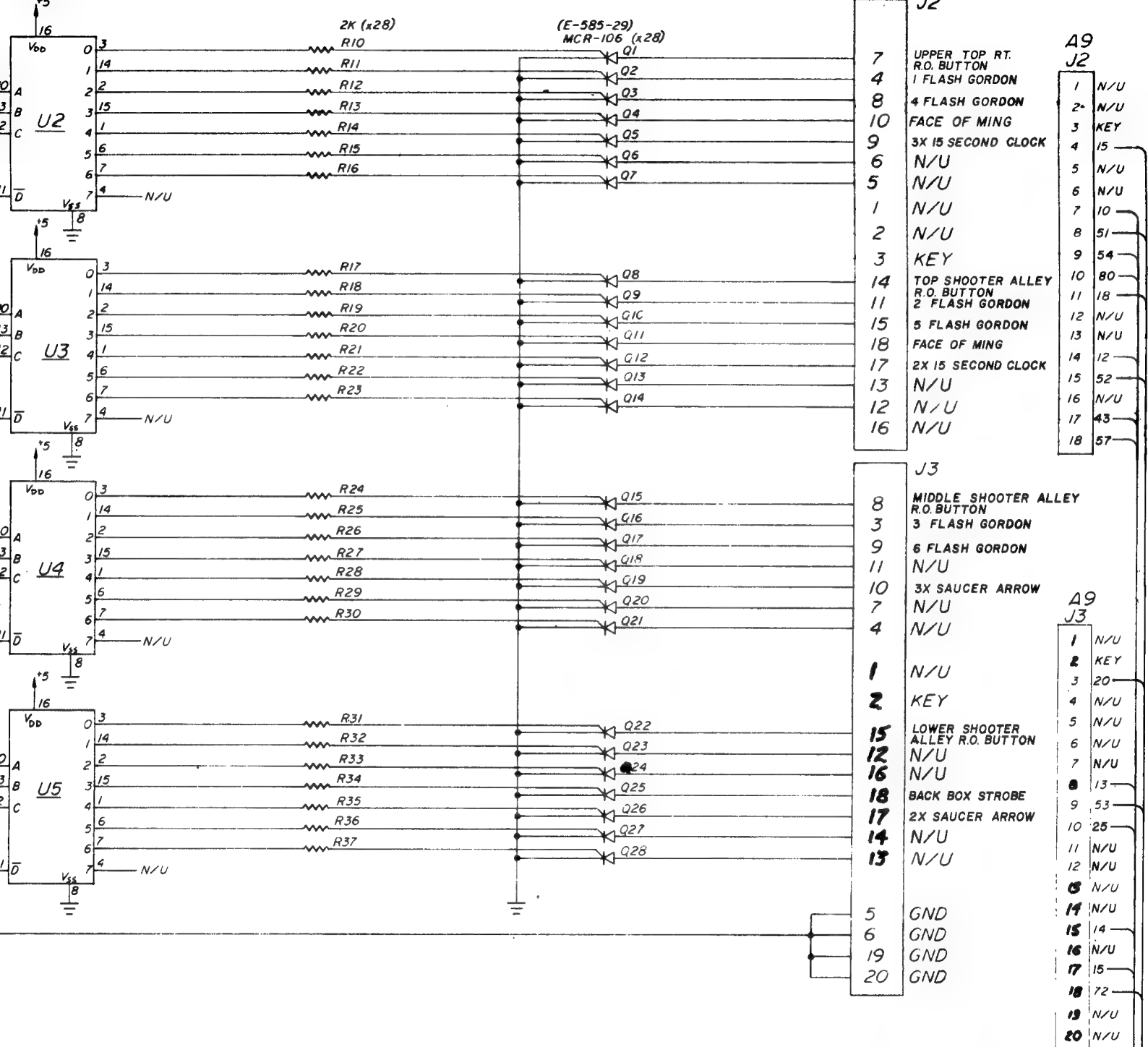
1. \* INDICATES "AID" TEST POINT.
2. REMOVE A3J4 BEFORE USING AS AID TEST POINT
3. PREFIX ALL REFERENCE DESIGNATIONS WITH "A4"
4. EXACT CHIP COMPLEMENT USED IN SOCKETS U1 THRU U6 CAN VARY FOR DIFFERENT GAMES AND PRODUCTION LOTS. TABLES OF MEMORY CHIPS AND CORRESPONDING JUMPERS FOR DIFFERENT GAMES AVAILABLE FROM BALLY FIELD SERVICE DEPARTMENT.







(E-620-108)  
MC14028B (x4)



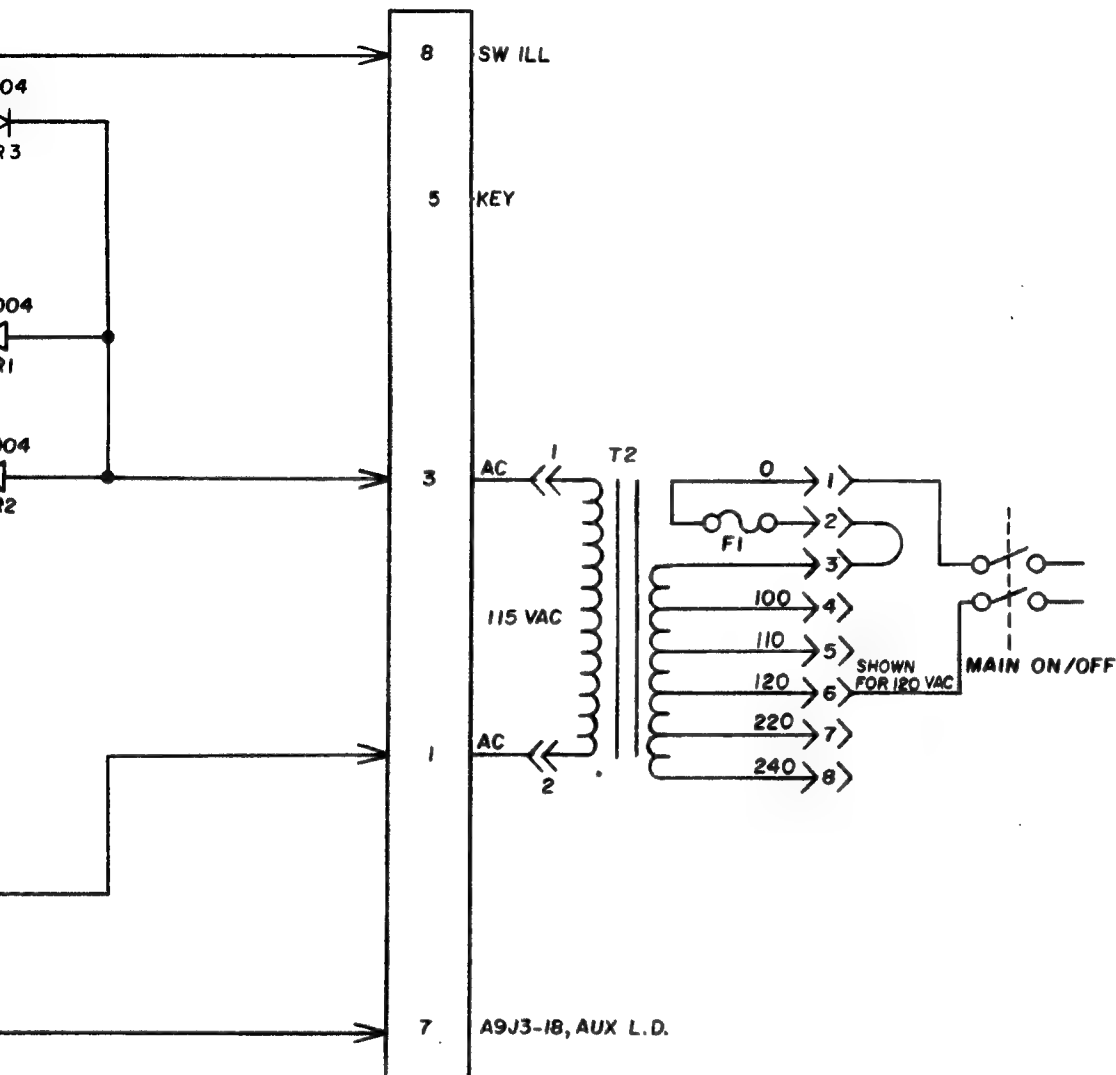
TO  
PANEL  
W-1192-26c

TO  
INSERT

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REMOVE ALL DIMS TOLERANCES UNLESS OTHERWISE SPECIFIED FRACTIONS = 003 DECIMALS = 003 EXCEPT HOLE DIA S ANGLES = 1°-2° DO NOT SCALE DIMENSIONS		DR BY: <i>WEM</i> DATE: 11-17-80 CK BY: DATE: 11-19-80 AP'D BY: DATE: 11-19-80 FINISH: 11-19-80 HARDENING:		<b>Bally MANUFACTURING CORP.</b> 2640 BELMONT AVENUE CHICAGO, ILLINOIS 60615 #1215	
NO. LET. CHANGE DATE BY		DIE SIZE: C.C. FT. PER M. LBS. PER M.		NAME: AUXILIARY LAMP DRIVER "A9" MATERIAL: FLASH GORDON CODE:	
		ASSEM. NO. USED:		SCALE:	
		PART NO. W-1207-5c			



PART NO.

W-1247 *b*

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REMOVE ALL BURRS

TOLERANCES ON  
DIMENSIONS UNLESS  
OTHERWISE SPECIFIED  
FRACTIONS  $\pm .008$   
DECIMALS  $\pm .003$   
EXCEPT HOLE DIA'S  
ANGLES  $\pm 1/2^\circ$

DO NOT SCALE DRAWING

DR. BY  
FFC  
CK. BY

DATE  
10-6-80  
DATE

AP'D BY

DATE

AP'D BY

DATE

FINISH:

HARDENING:

Bally MANUFACTURING CORP.

2640 BELMONT AVENUE  
CHICAGO, ILLINOIS

#1215

PRINT  
CONTROL

DIE SIZE:

C.C.:

FT. PER M.

LBS. PER M.

NAME

STROBE LIGHT SCHEMATIC

ASSEM. NO. USED

A5-2518-62

SCALE

#

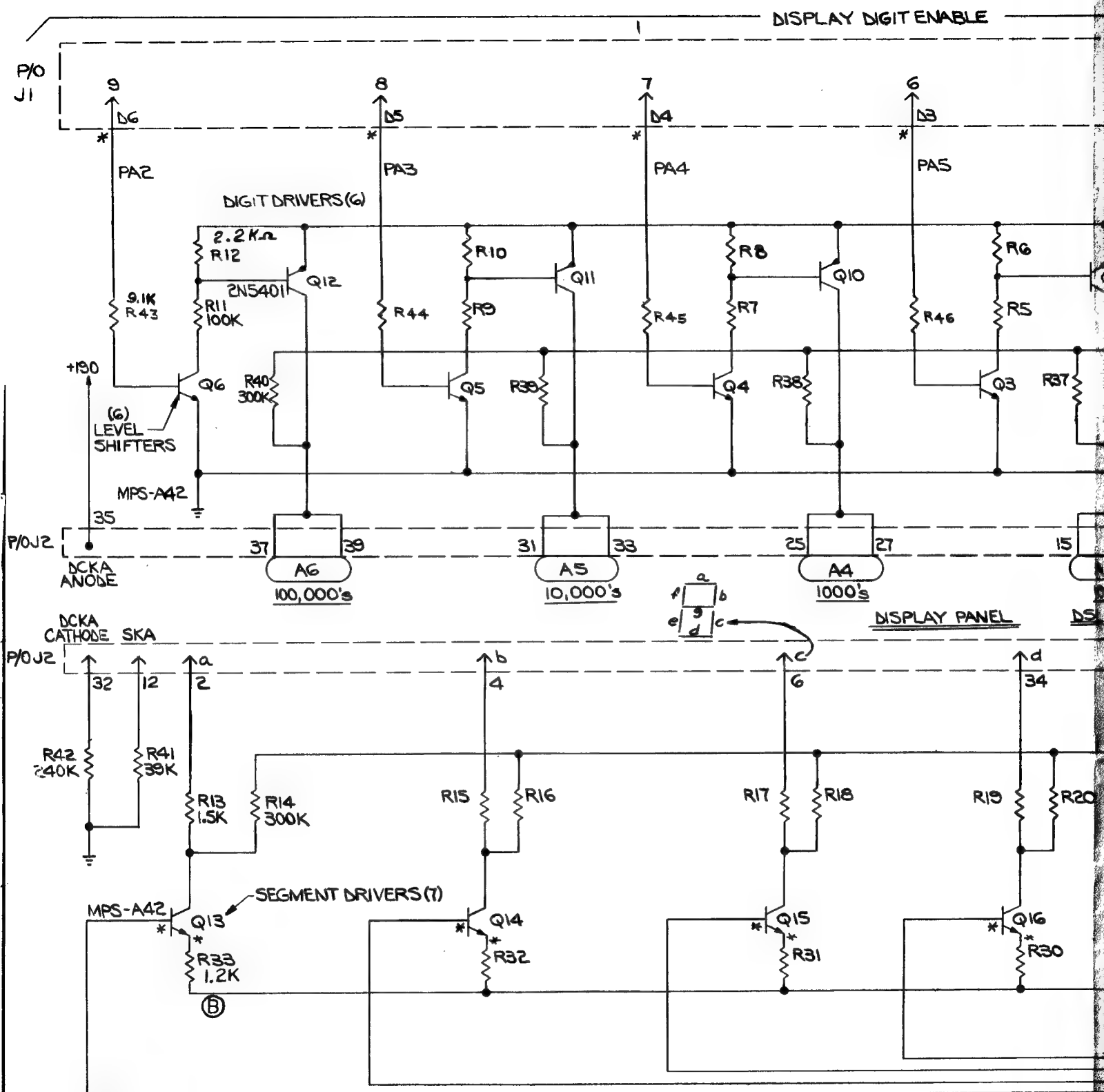
MATERIAL

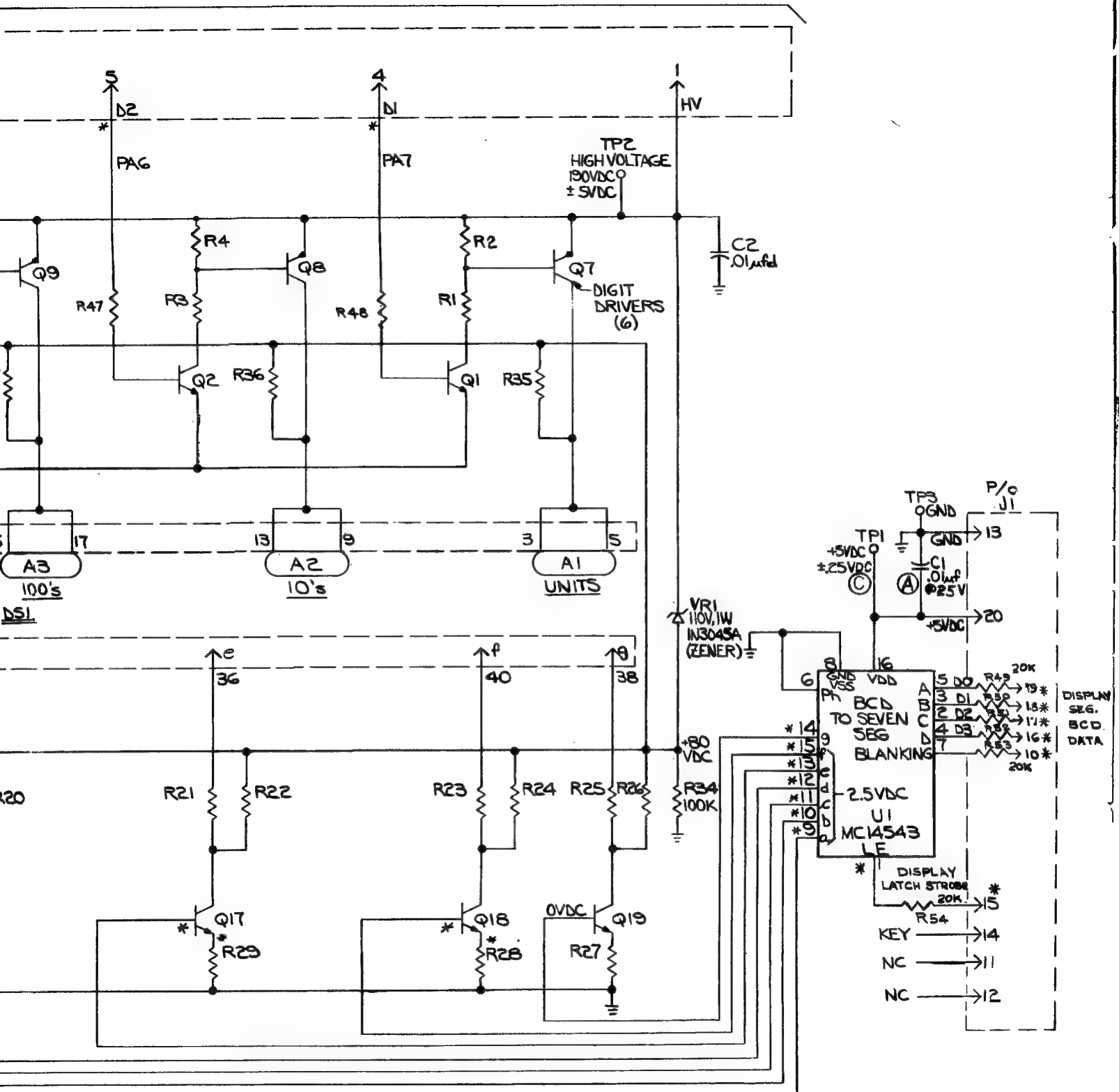
FLASH GORDON

PART NO.

W-1247 *b*

DATE BY

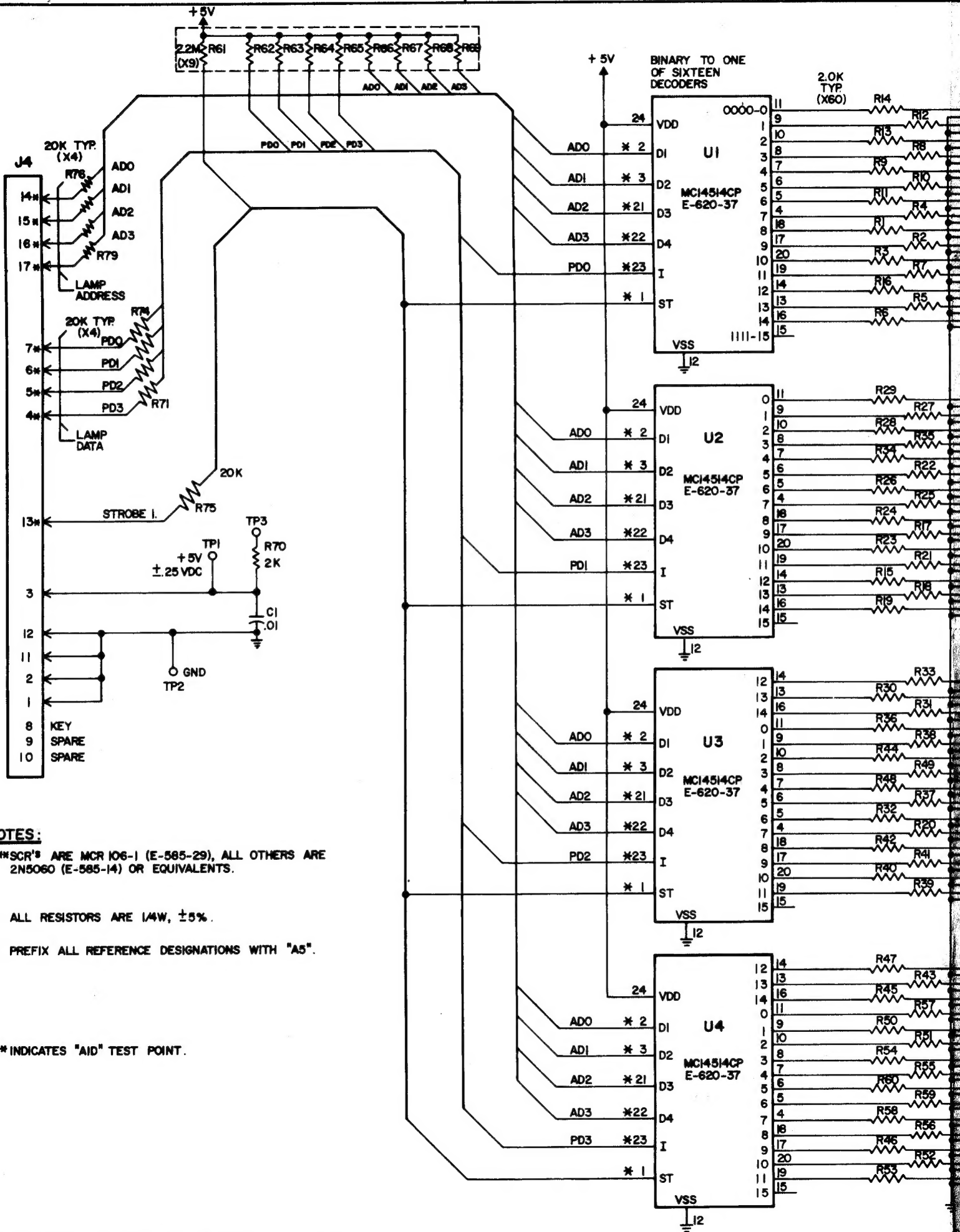




DIE SIZE — C.C. — FT. PER M — LBS. PER M —

ALL DIMENSIONS, OPERATIVE AND PROCESS DATA PERTAINING TO THE ARTICLE SHOWN ON THIS SHEET IS THE PROPERTY OF BALLY MFG. CORP., CHICAGO, ILL. THIS INFORMATION IS DISCLOSED IN CONFIDENCE AND IS NOT TO BE COPIED, REPRODUCED, REVEALED TO OR APPROPRIATED BY OTHERS, IN PART OR IN WHOLE, WITHOUT THE EXPRESS CONSENT OF THE OWNER. THE PRINT IS LOANED AND MUST NOT BE USED IN ANY MANNER DETRIMENTAL TO THE INTERESTS OF THE OWNER, AND MUST BE RETURNED ON DEMAND.

REMOVE ALL DIMENSIONS				DR. BY: D.G. DATE: 7-27-77 CR. BY: DATE: 7-8-77 APP. BY: DATE: 10-14-77 PWD. BY: DATE: 10-14-77 PWD. BY: DATE: 10-14-77				<b>Bally MANUFACTURING CORP.</b> #1120-E 3640 BELMONT AVENUE CHICAGO, ILLINOIS ALL MATERIALS			
TOLERANCES ON DIMENSIONS UNLESS OTHERWISE SPECIFIED FRACTIONS ± DECIMALS ± ANGLES ± DO NOT SCALE DIMENSIONS				PART CONTROL NAME: 6 DIGIT DISPLAY BOARD SCHEMATIC MATERIAL:				ASSN. NO. USED ON: AS-2518-21 PART NO. W-1184-1c			
3	C	WAS VAC	6-22-80	J.D.							
2	B	WAS 1K	9-29-80	J.D.							
1	A	WAS 500V	4-15-79	J.D.							
NO.	LET.	CHANGE	DATE	BY	CK.						



# **NOTES:**

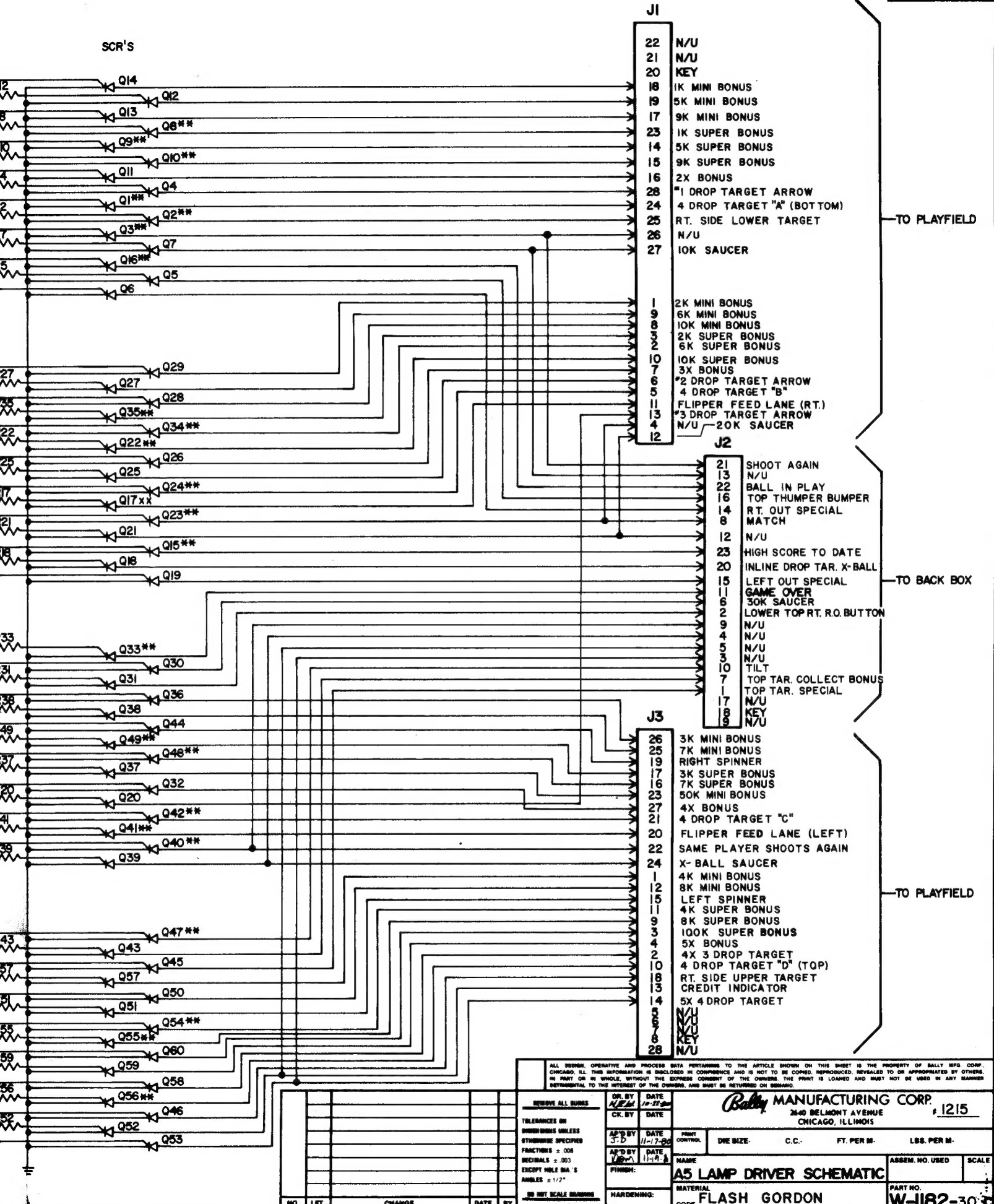
1. \*\*SCR'S ARE MCR 106-1 (E-585-29), ALL OTHERS ARE 2N5060 (E-585-14) OR EQUIVALENTS.

2. ALL RESISTORS ARE 1/4W,  $\pm 5\%$ .

3. PREFIX ALL REFERENCE DESIGNATIONS WITH "A5".

4. \* INDICATES "AID" TEST POINT.





<small>ALL DESIGN, OPERATIVE AND PROCESS DATA PERTAINING TO THE ARTICLE SHOWN ON THIS SHEET IS THE PROPERTY OF BALLY MFG. CORP. CHICAGO, ILL. THIS INFORMATION IS DISCLOSED IN CONFIDENCE AND IS NOT TO BE COPIED, REPRODUCED, REVEALED TO OR APPROPRIATED BY OTHERS, IN PART OR IN WHOLE, WITHOUT THE EXPRESS CONSENT OF THE OWNERS. THE PRINT IS LOANED AND MUST NOT BE USED IN ANY MANNER RETRIBUTIVE TO THE INTEREST OF THE OWNERS, AND MUST BE RETURNED ON DEMAND.</small>			
DR. BY <i>NEH</i> DATE <i>10-22-60</i> CK. BY DATE AP'D BY DATE <i>11-7-60</i> AP'D BY DATE <i>11-9-60</i> FINISH:		Bally MANUFACTURING CORP. #1215 2640 BELMONT AVENUE CHICAGO, ILLINOIS	
REMOVE ALL BURS TOLERANCES UNLESS OTHERWISE SPECIFIED FRACTIONS ± .008 DECIMALS ± .003 EXCEPT HOLE DIA. S ANGLES ± 1/2° DO NOT SCALE DIMENSIONS		PRINT CONTROL DIE SIZE: C.C.: FT. PER M. LBS. PER M. NAME ASSEMB. NO. USED SCALE	
NO. LET. CHANGE DATE BY		A5 LAMP DRIVER SCHEMATIC MATERIAL FLASH GORDON CODE	
		PART NO. W-1182-30 c	

